

FENG ZI SU

TOKYOPOP®



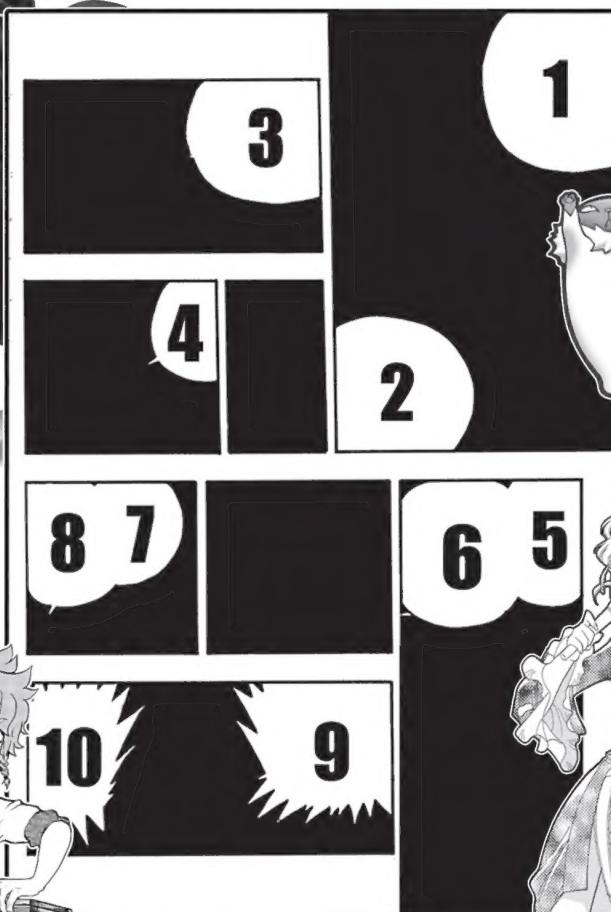
ASSASSIN'S
CREED
VALHALLA
BLOOD BROTHERS

STOP

THIS IS THE BACK OF THE BOOK!

How do you read manga-style? It's simple!

Let's practice -- just start in the top right panel and follow the numbers below!



GOLDFISCH, VOLUME 1

Nana Yaa



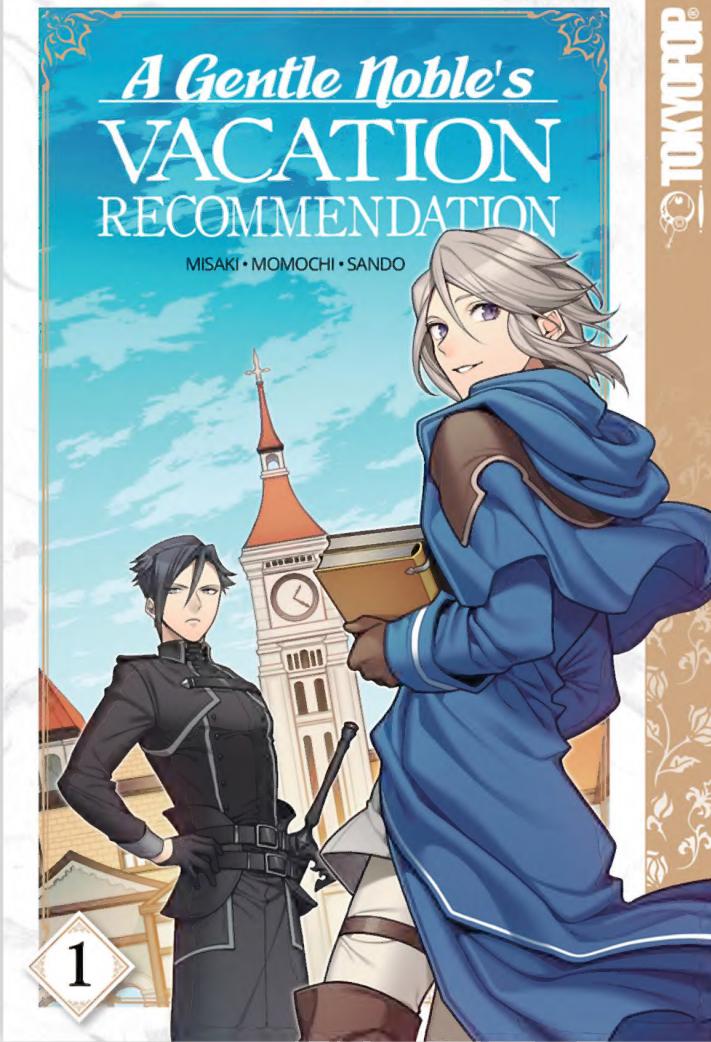
ADVENTURE



Say hello to Morrey Gibbs! A fisher-boy in a flooded world overrun with dangerous mutated animals known as "anomals," he's got his own problems to worry about. Namely, how everything he touches turns to gold! Sure it sounds great, but gold underpants aren't exactly stylish — or comfortable! Teaming up with his otter buddy and new inventor friend Shelly, Morrey sets out on a quest to rid himself of his blessing-turned-curse and undo the tragedy it caused. That is, of course, if they can dodge the treasure-hungry bounty hunters...

A GENTLE NOBLE'S VACATION RECOMMENDATION, VOLUME 1

Misaki, Momochi & Sando



ADVENTURE

"When Lizel mysteriously finds himself in a city that bears odd similarities to his own but clearly isn't, he quickly comes to terms with the unlikely truth: this is an entirely different world. Even so, laid-back Lizel isn't the type to panic. He immediately sets out to learn more about this strange place, and to help him do so, hires a seasoned adventurer named Gil as his tour guide and protector.

Until he's able to find a way home, Lizel figures this is a perfect opportunity to explore a new way of life adventuring as part of a guild. After all, he's sure he'll go home eventually... might as well enjoy the otherworldly vacation for now!"



DARK METRO: THE ULTIMATE EDITION MANGA

Tokyo Calen & Yoshiken



HORROR



"Deep beneath Tokyo, there exists a rift between this world and the next, a gateway to a world of spirits and death. Guiding those who find themselves lost in this world-between-worlds is Seiya, a mysterious young man who has the ability to tell who is destined to live and whose fate it is to pass through to the other side. But where do Seiya's powers come from? Why do people keep slipping through the cracks between worlds? And just what is lurking on the other side?"

In this 3-in-1 volume collection of bone-chilling shorts, follow the twisted tales of death and hauntings that inhabit this horrifying underworld."

UNDEAD MESSIAH, VOLUME 1

Gin Zarbo



HORROR

A pregnant woman is pursued by a supernatural creature. On the internet, videos of a bandaged hero surface. 15-year-old Tim Muley makes a terrible discovery in his neighbor's garden. Three seemingly unrelated events, all of which seem to point to an imminent zombie apocalypse! But this time the story's not about the end of mankind; it's about a new beginning...



PARHAM ITAN: TALES FROM BEYOND, VOLUME 1

Kaili Sorano



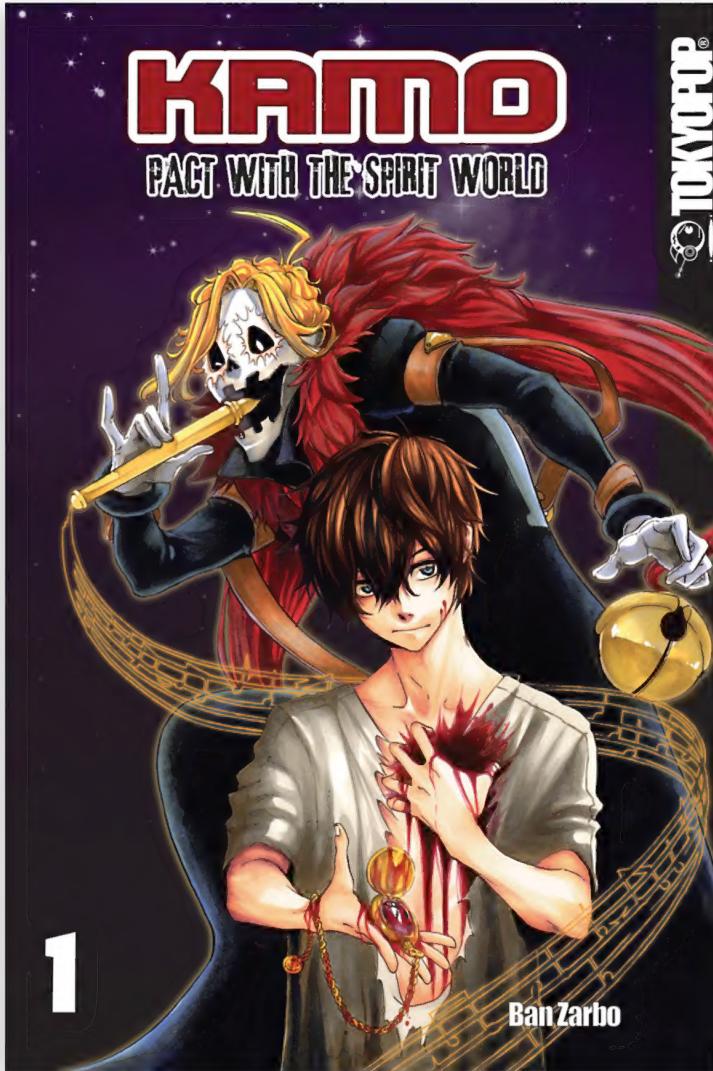
ACTION



Yamagishi and Sendo are schoolmates, but that's about all they have in common: one is a down-to-earth guy in the boxing club, while the other is a brainy, bookish conspiracy nut. But when they stumble across something weird and inexplicable after class one evening, it seems they'll have to set their differences aside in order to uncover the truth behind the mysterious creatures and strange figure prowling the school grounds.

KAMO: PACT WITH THE SPIRIT WORLD, VOLUME 1

Ban Zarbo



ACTION

"Born with a failing heart, Kamo has fought death his whole life, but to no avail. As his body weakens and he readies to draw his final breath, he's visited by a powerful spirit named Crimson who offers him a deal: defeat and capture the souls of twelve spirits in exchange for a new heart. It seems too good to be true... and maybe it is.

A pact with the spirit world... What could possibly go wrong?"

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LAUGHING UNDER THE CLOUDS, VOLUME 1

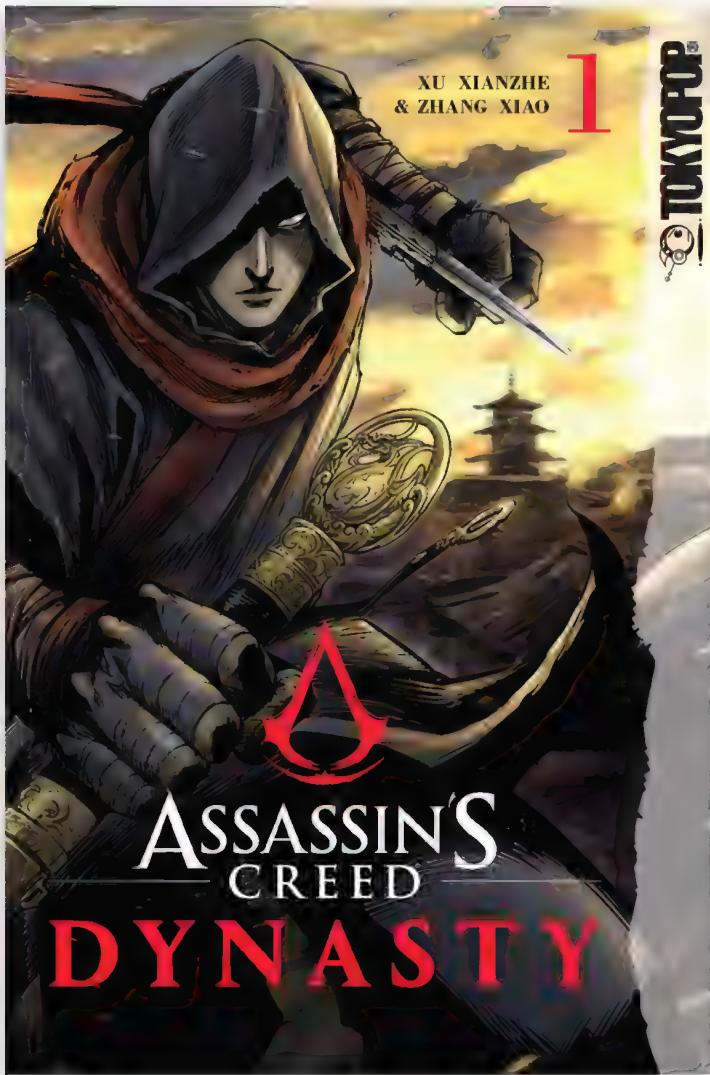
KarakaraKemuri



ACTION



In the early Meiji era, against civil unrest and the end of the samurai way of life, Japan's crime rate skyrocketed. As prisons overflow, the government has no choice but to build a new, inescapable prison. This prison is Gokumonjo, located in the center of Lake Biwa, which means it relies on the three sons of the Kumo family to transport criminals to it. But is Gokumonjo truly just a prison for petty criminals...?



ASSASSIN'S CREED® DYNASTY, VOLUME 1

Xu Xianzhe & Zhang Xiao

ACTION

In the 14th year of the Tianbao Era (CE 755), An Lushan — a cruel military governor with ties to the Knights Templar — leads his elite corps to rebel against the Tang Dynasty.

As the Tang Dynasty starts to crumble, Li E — a shady Assassin trained by the Hidden Ones in the far West — teams up with Tang loyalists to turn the tide and save both the dynasty and the country from this crisis.

Q: Can you tell us about *Assassin's Creed Valhalla Blood Brothers* and its relationship to the *Assassin's Creed Valhalla* video game?

A: *Assassin's Creed Valhalla Blood Brothers* takes place in the same world as the *Assassin's Creed Valhalla* video game, just a bit prior to Eivor's arrival in England. It will allow fans and readers to discover how some of the most iconic characters, such as Ivarr the Boneless, came into power before you have the chance to meet them in the game, while unveiling the original story of new heroes.

Q: What is your favorite part of *Assassin's Creed Valhalla Blood Brothers*?

A: Definitely being able to witness the Vikings' first arrival in England! This was something mentioned and hinted in the game, but seeing that massive warriors' assembly coming to shore was quite a sight!

Q: How do you choose the historical period to explore in a game, and what made the Viking Era a great choice for *Assassin's Creed Valhalla*?

A: A lot of elements influence our team's choice to explore a particular historical period. In this case, the iconic imagery of the Vikings was one of the most important, and also most requested by fans. The setting and the type of gameplay this time period would bring to the game, the visuals and landscape, and the historical figures were all so great that the choice was quite obvious in the end.

“HISTORY IS YOUR PLAYGROUND”

Q: How historically accurate is *Assassin's Creed Valhalla*?

A: One of the pillars of the *Assassin's Creed* brand is that history is your playground, and it's a good way to understand the production team's approach. History is the fuel, the starting point of everything, so we worked with historians, and also did research of our own. The team visited museums and tried to relive the life of a Viking to immerse themselves in and understand the culture. This way, from a historical perspective, the game ended up being very authentic to the tiny details of the Viking lifestyle and architecture. And then comes the playground part, where we allow ourselves to be more creative in order to increase the gameplay value, the impact or visual aspect of certain elements, to increase the drama and tension, the way you would in a big movie – and the result is our iconic franchise!

BIOGRAPHY



Aymar has been working on the *Assassin's Creed* franchise since *Assassin's Creed II* and has therefore spent more than a decade practically living as an Assassin!

With a passion for the creative industries, Aymar has spent his entire career working on video games, board games and comics. When he first joined the team at Ubisoft, he began with a marketing position for a couple of years, and then moved to more production - oriented roles before finally becoming a part of the original Brand team created during the development of *Assassin's Creed: Brotherhood* in 2010.

As of 2014, he has been the Head of Content for the franchise, ensuring consistency and supervising the narrative for *Assassin's Creed* games, as well as managing the publishing, licensing and transmedia development of the franchise, including working on the *Assassin's Creed* movie.

In 2018, he started the Transmedia and Business department at Ubisoft Montreal, which he has been directing ever since, supporting additional IPs like *Far Cry*, *Watch Dogs* and *Tom Clancy's Rainbow Six*.

COVER PROCESS

Process in illustrating the epic cover for
Assassin's Creed® Valhalla Blood Brothers

Sketch



Inks



Background Colors



Character Colors



Foreground Details / FINAL



Artist & Author

FENG ZI SU

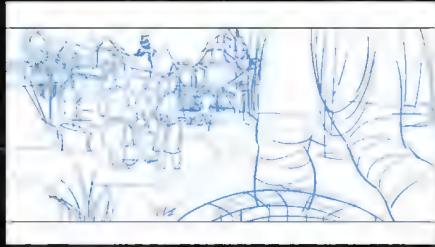
VISUAL AUDITION

Preliminary "audition" sketches the artist showed Ubisoft during the hiring process

Sketch



inks



ARTIST QUOTE

When I was a child, I saw Paul Gauguin's painting *Where Do We Come From? What Are We? Where Are We Going?* These three questions have been on my mind ever since. During the creation of this *Assassin's Creed Valhalla* manga, I tried to find the three answers from the Vikings' perspective.

Feng Zi Su

characters more recognizable in the comics, as well as to enhance the atmosphere of confrontation between the characters. Another change was in designing the settings. Aside from referencing the games, I also consulted many sources on the geography, architecture, and social mores of the time and region to flesh things out in greater detail, such as the vegetation and the lay of the land in natural settings, or the architectural style and wear and tear of buildings in man-made settings.

Q: What is your favorite part of *Assassin's Creed Valhalla* Blood Brothers?

A: Personally, my favorite part is in Chapter Five, when Blueshield sacrifices himself to save Björn and has to say goodbye to the two brothers. In the story, Blueshield is like a father and a mentor to the brothers, so his death undoubtedly deals them an extraordinarily heavy blow, and will of course influence them for the rest of their lives.

The renowned Chinese philosopher of aesthetics, Zhu Guangqian, writes in his work *The Psychology of Tragedy*: "Tragedy is born mainly from the powerlessness of the individual's struggle against the might of society." The tragedy in this story may seem to happen by chance from the perspective of the main characters, but historically speaking, it is inevitable — when mankind chooses war, death and disaster must follow. I hope everyone cherishes the people they love, and I hope that the world will know peace.

Q: What was it like writing Ivarr the Boneless, which appears to be such a conflicting character?

A: Aside from Ivarr's character in-game, I also consulted many historical materials and myths. In actual fact, the historical record of Ivarr is scant, mostly confined to brief snippets. As for myths, Ivarr is often overly dramatized, resulting in contradictory descriptions. For example, in *The Tale of Ragnar's Sons* (Old Norse: *Ragnarssonar þátr*), it is implied that Ivarr's nick name, "Boneless," derives from his sexual impotence, while *The Tale of Ragnar Lodbrok* (Old Norse: *Ragnars saga lodbrokar*) claims that Ivarr was born without bones.

To better portray Ivarr in the comics, I tried to deduce the motivations of the Great Heathen Army's leader by tracing the history of the army's activities. Why, unlike previous Viking invaders, did they not return to Scandinavia after their pillaging? Why did they choose to land in East Anglia but, instead of occupying it immediately, proceed through Mercia to conduct a raid on the far-off city of York in the kingdom of Northumbria? And why, after killing or expelling the kings of Northumbria and Mercia, did they install English kings as puppets to maintain their rule? In pondering and searching for the answers to these questions, a wildly ambitious and yet far-sighted Ivarr began to take form in my mind: a maverick, cold and ruthless, yet intimately familiar with the workings of politics and the hearts of men. This formed the basis for the Ivarr that you see in the comic today.

INTERVIEW



Q: Can you please tell us a little bit about yourself, and your work on the *Assassin's Creed* franchise?

A: I was born in 1995; in China, people born in this era are called the "post-90s." My generation grew up experiencing China's rapid economic development and the swift global expansion of the internet. Because of this, I was exposed to and read a great number of comics during my childhood. On top of that, my mother was an educator in the field of art; I watched her work on oil paintings from a young age, which made me fall in love with drawing and painting too. In secondary school, as my interest in comics grew, I began trying to put my ideas into comic form whenever I had time after class. I dreamed that I would one day be able to create comics that many people would like.

The making of this *Assassin's Creed* comic was full of challenges for me. For one thing, while I have always had a great liking for the *Assassin's Creed* video game franchise, I knew little of the history regarding the Vikings' invasion of England, so it was hard not to feel lost as to where to begin at first. Only after I read thirty to forty books on the Vikings in England and consulted a huge amount of research material did I feel somewhat assured.

Secondly, this is a short comic, and comics as a medium can only convey so much information per page. How was I to use this limited length to explain the culture and traditions of the Vikings, as well as the invasion of the Great Heathen Army into England, while also developing the characters (our protagonists the two brothers, Blueshield, Ivarr, Aelfred et al) and simultaneously maintaining a constant level of dramatic intensity? This frustrated me for a long time. Fortunately, my friends at Ubisoft and New Comics gave me a great deal of support and encouragement throughout the creative process, and for this I would like to express my sincere gratitude to them.

Q: What are the mechanics in visually translating the *Assassin's Creed Valhalla* video game into a manhua?

A: The games are a 3D art form, whereas comics are 2D. Hence, I reconstructed the game's characters by caricaturing them – for instance, identifying and emphasizing a character's silhouette, or exaggerating the contrast between the shapes of different characters – to make the

BONUS CONTENT



ASSASSIN'S
CREED
VAL HALLA
BLOOD BROTHERS



ASSASSIN'S
CREED
VAL HALLA
BLOOD BROTHERS

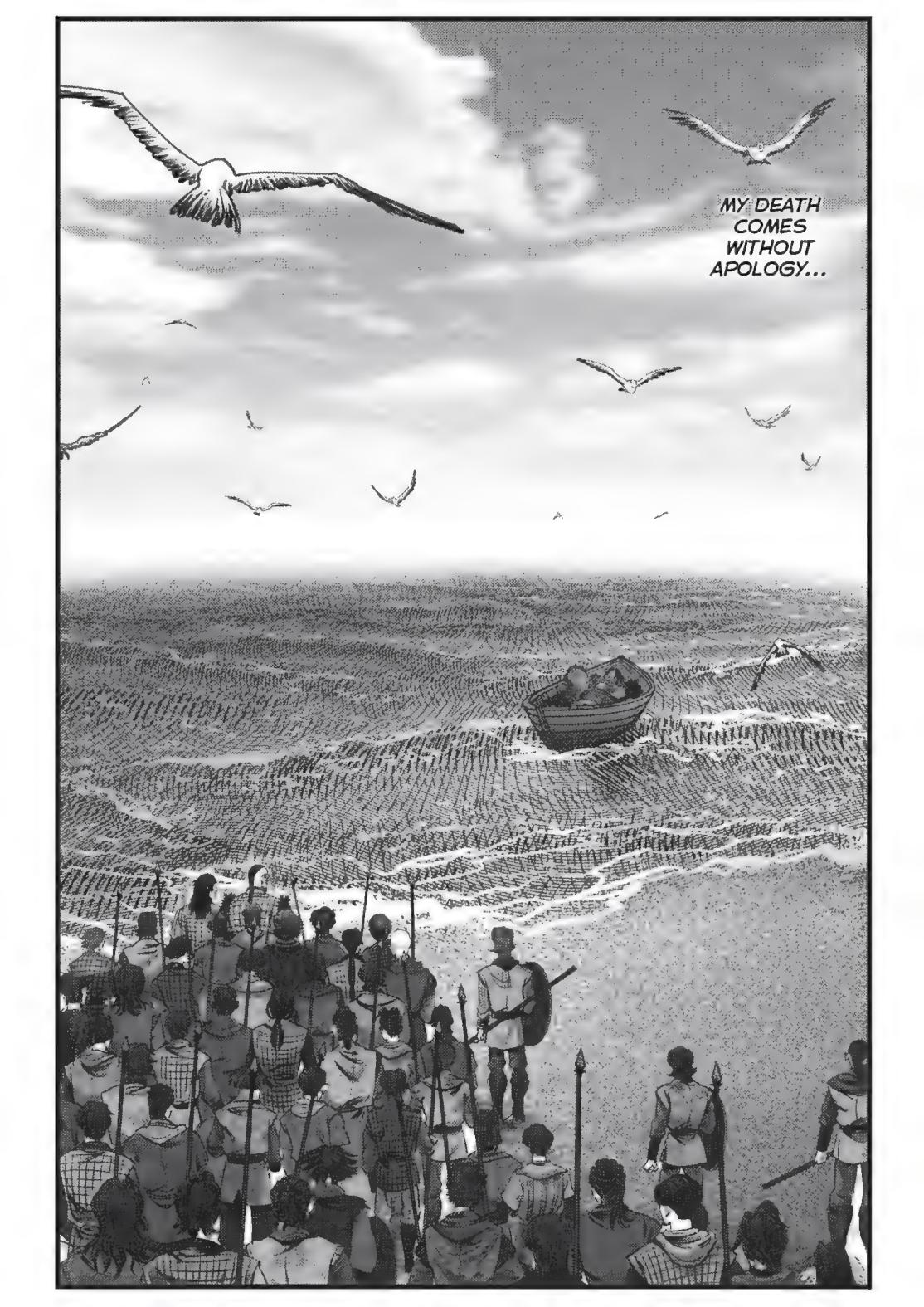
CONTINUE THE
STORY OF IVARR THE
BONELESS, AELFRED
THE GREAT, AND THE
VIKING INVASION IN
ASSASSIN'S CREED
VALHALLA!



THE VICTORY AT THE
BATTLE OF ASHDOWN
TEMPORARILY SLOWED THE
ADVANCE OF THE VIKINGS,
BUT THE SAXONS KNEW
A TEMPORARY REPRIEVE
COULD NOT BRING A
LONG-LASTING PEACE.

THE UNDERCURRENTS OF
TIME BEGAN TO SURGE.
AELFRED WOULD SOON MEET
A STRONGER OPPONENT.
BUT THAT IS A TALE FOR
ANOTHER TIME...





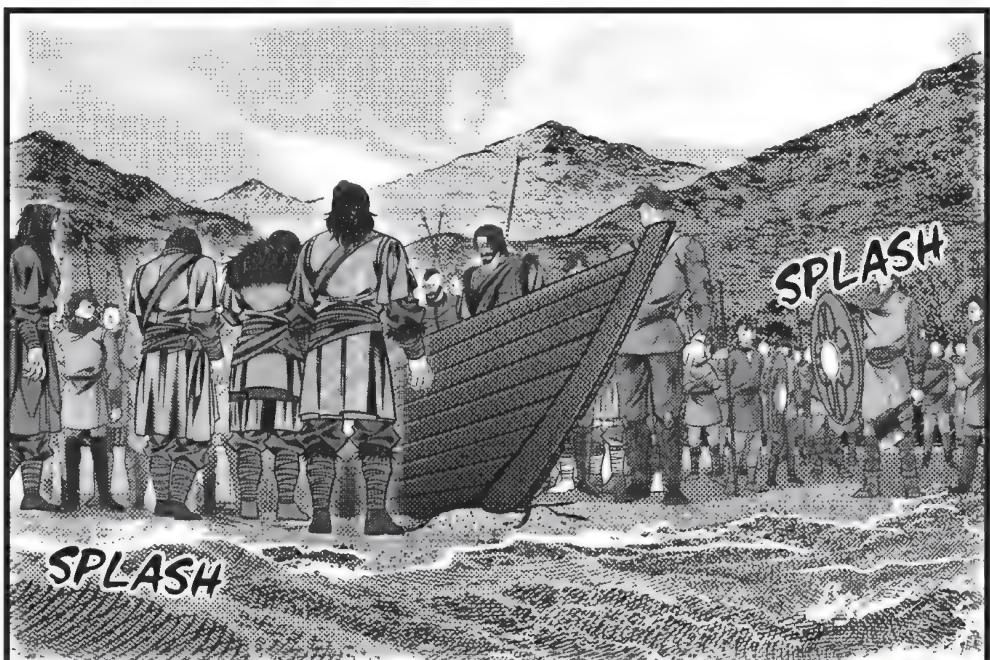
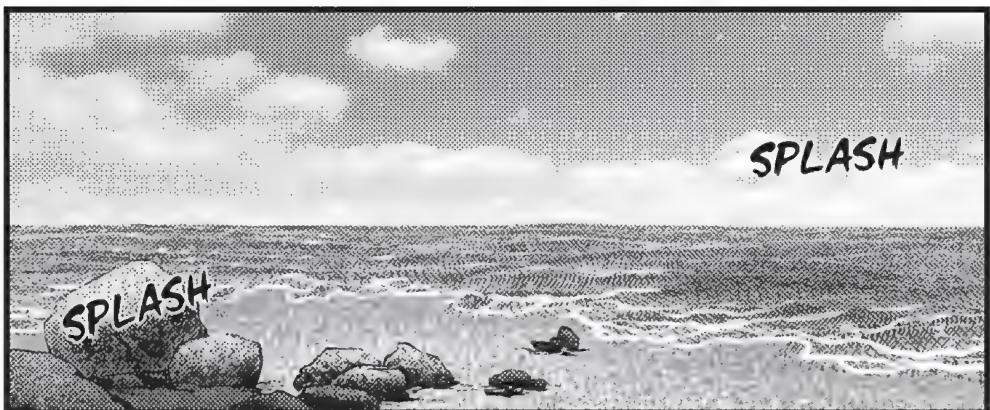
MY DEATH
COMES
WITHOUT
APOLOGY...

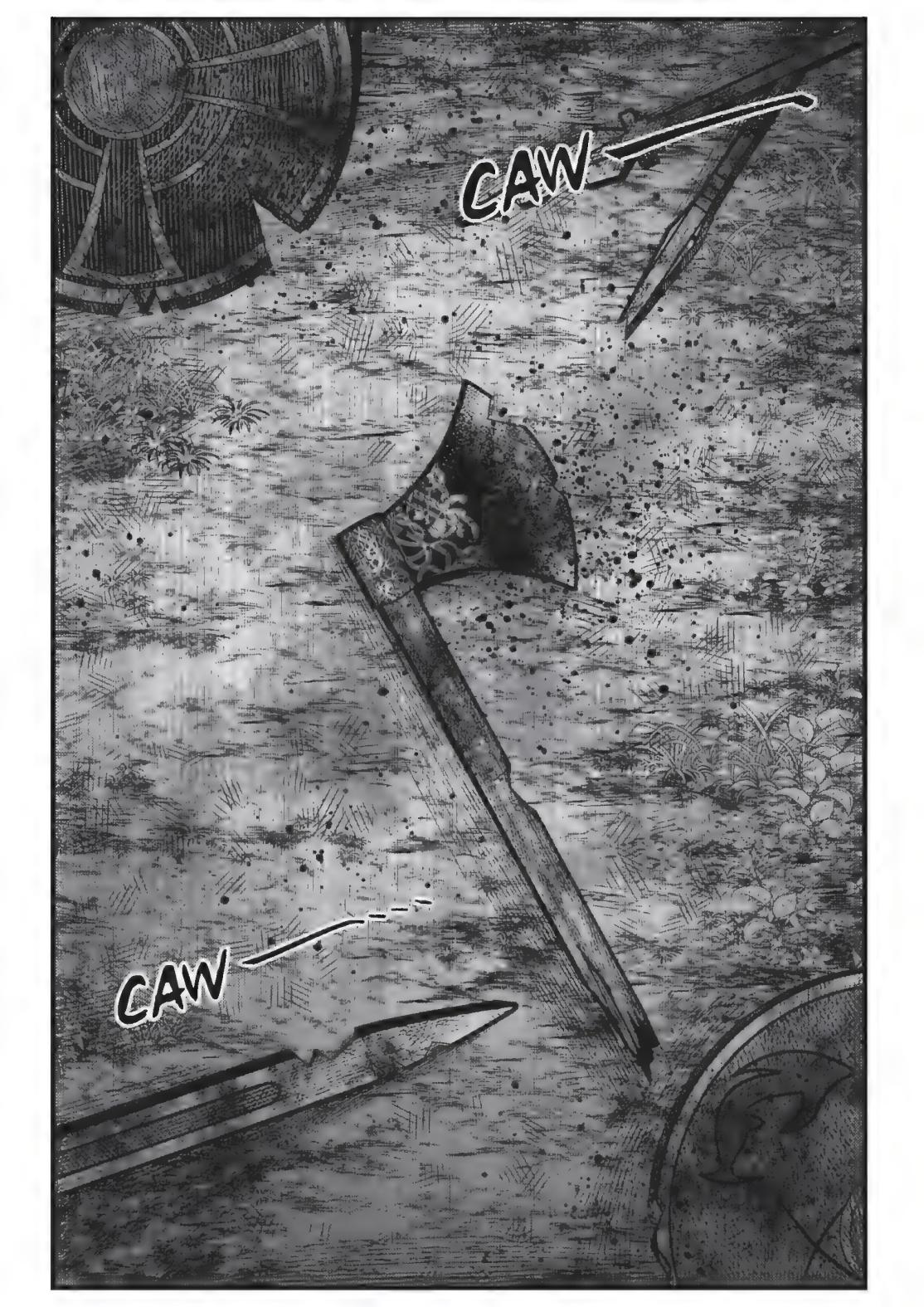




CRE







CAW

CAW

SCHICK!!



WE'LL TAKE
BLUESHIELD
AND CARVE
OUR WAY OUT
OF HERE!

THUNK!

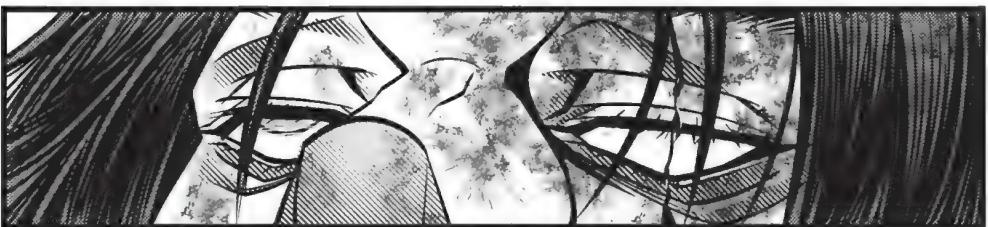
SHIT! ANOTHER
SAXON CLAN!
WE'RE
SURROUNDED!

THUD!

ÆTHELRED'S
LEADING
THEM!

WHAT DO
WE DO?!

WHAT?!





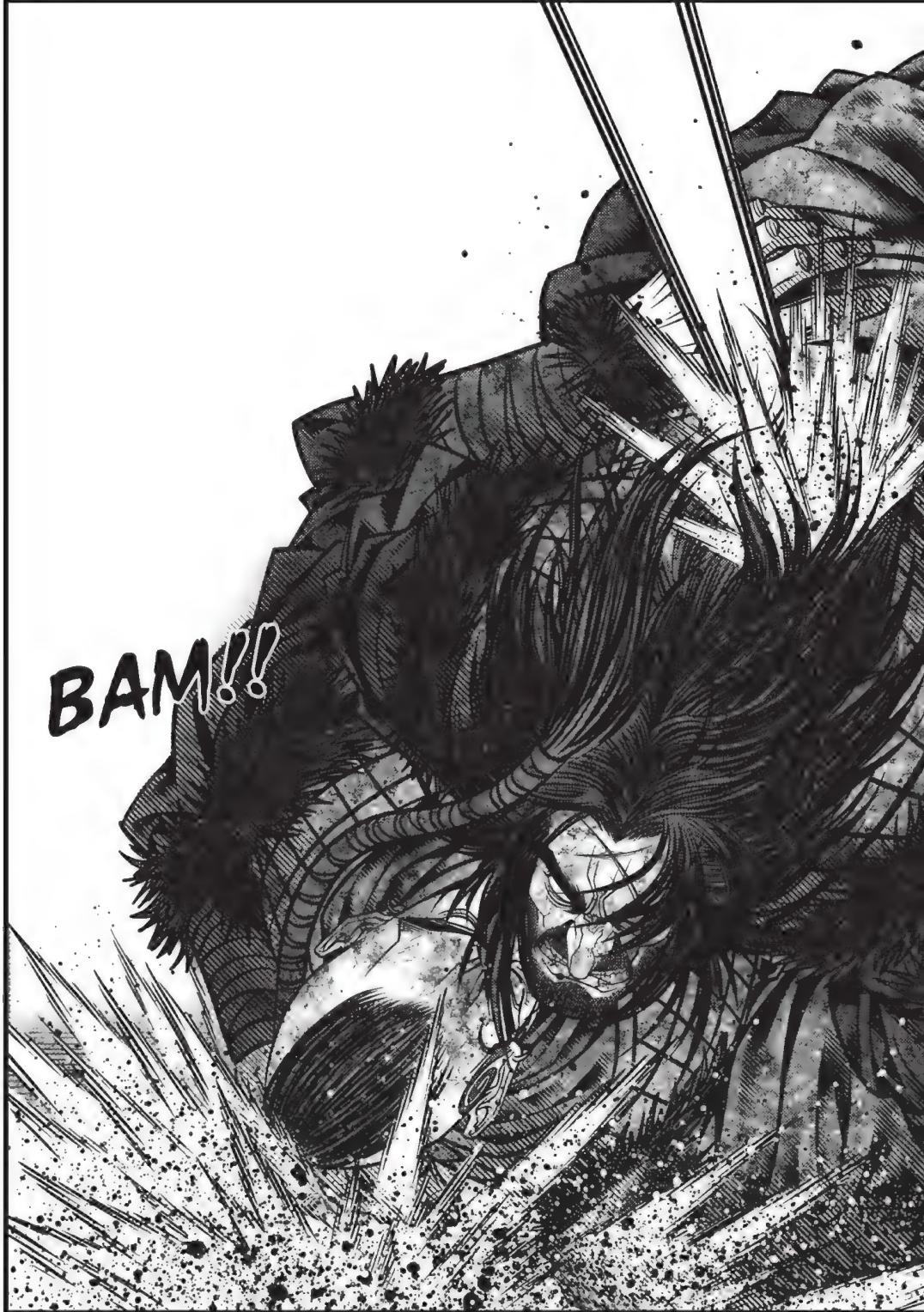


HAAH





BAM!!

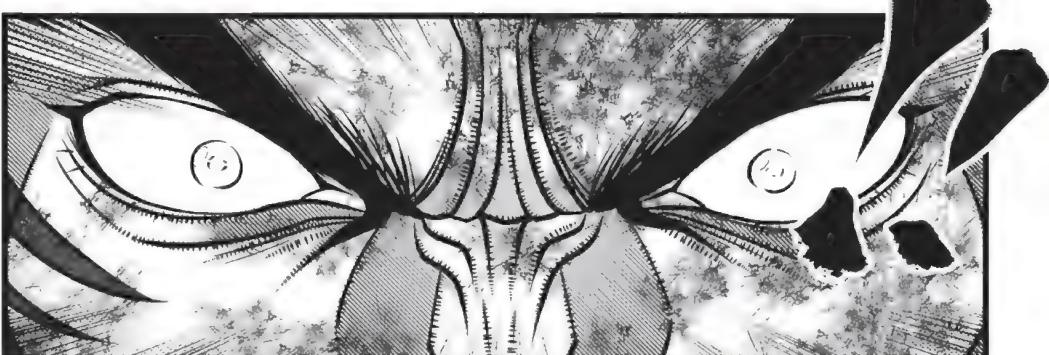
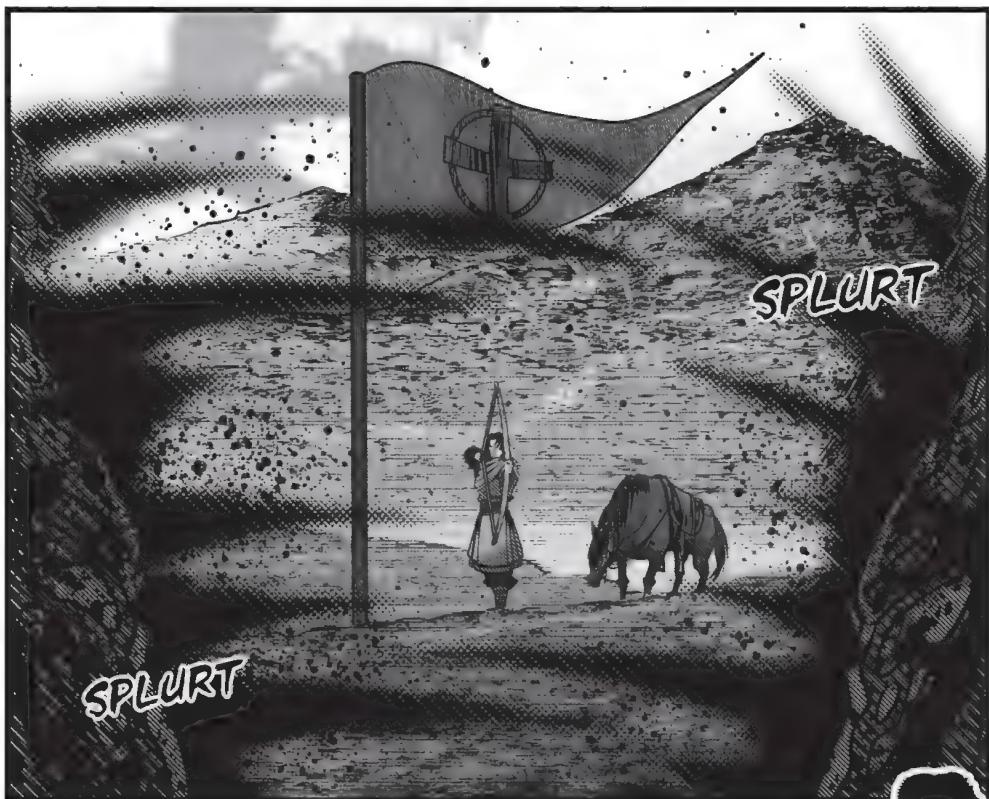


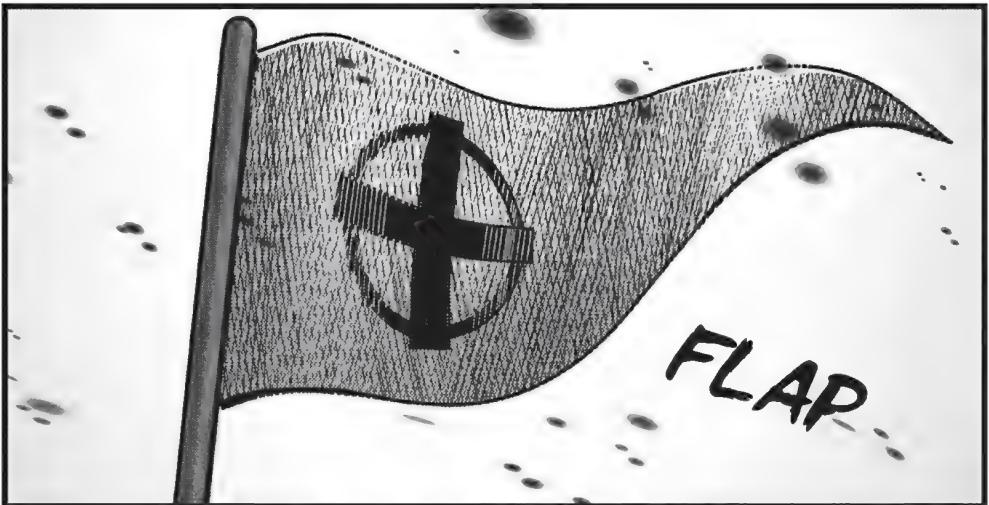


THUNK!













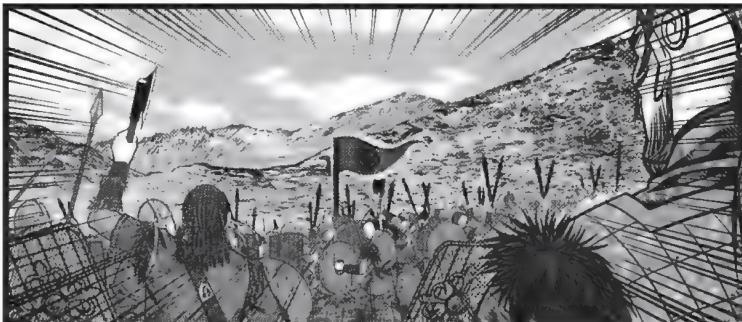
WE NEED
TO TAKE
DOWN THEIR
LEADER!

SLASH!!

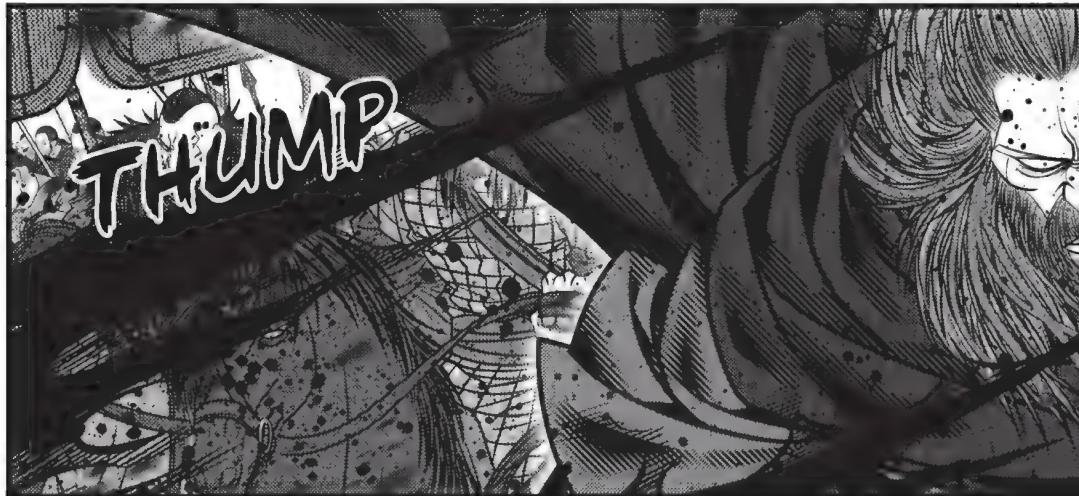
SCHING!

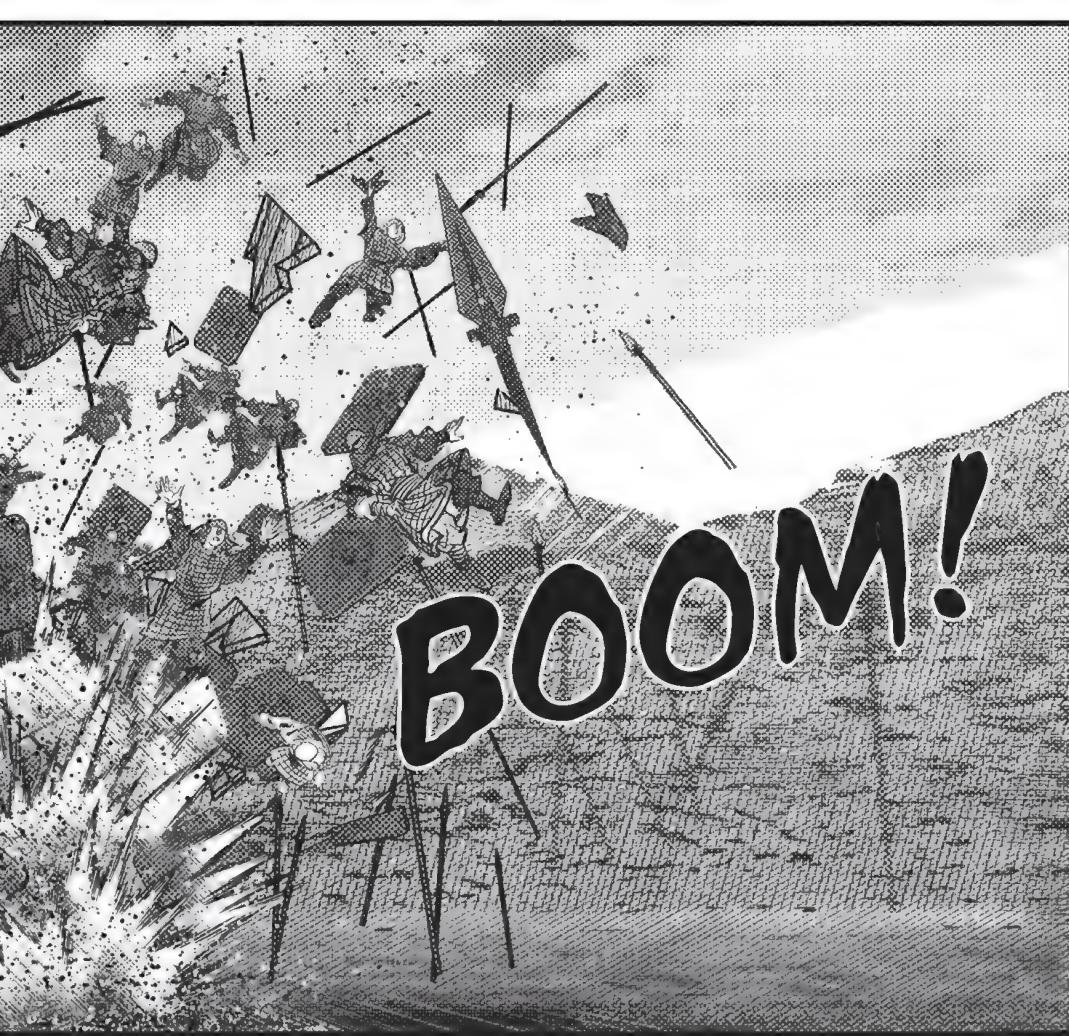
SWOOSH



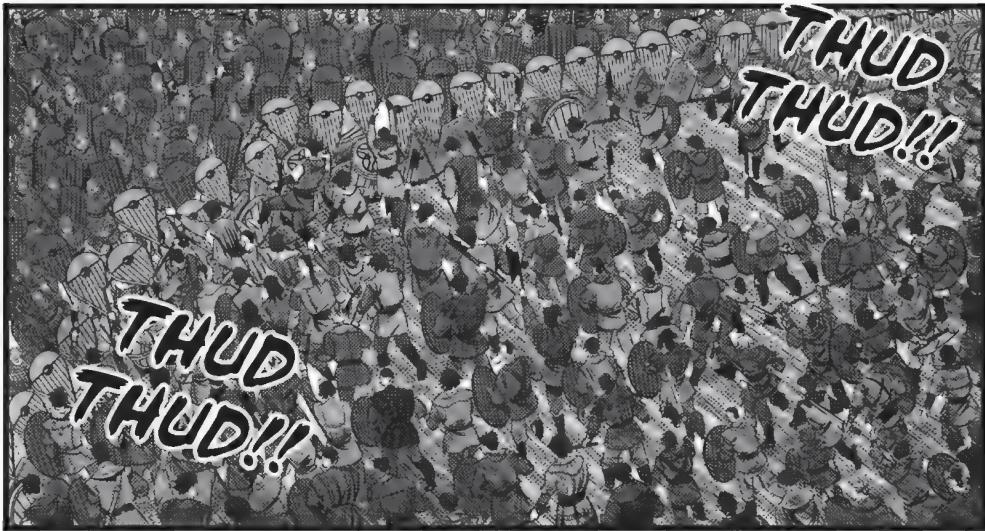


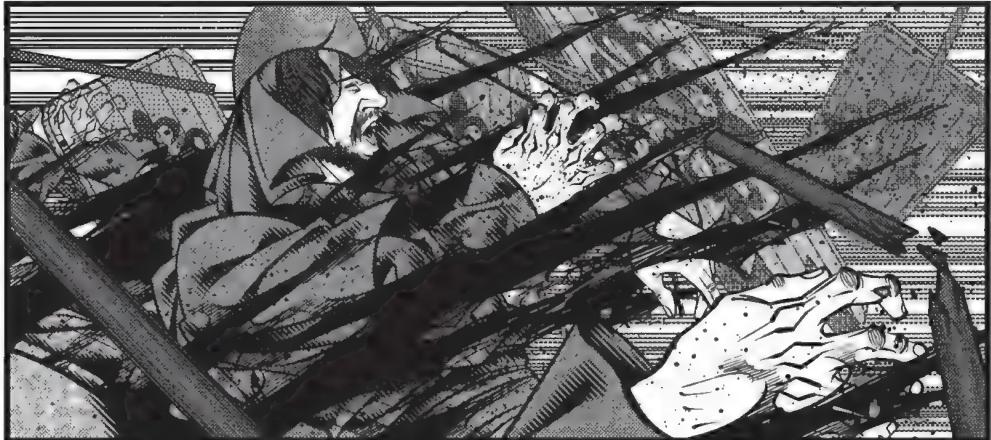




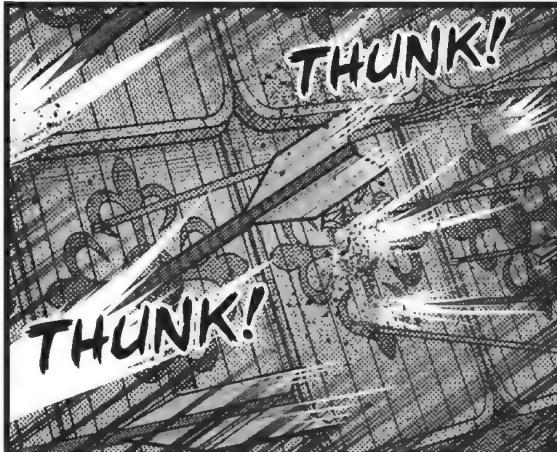
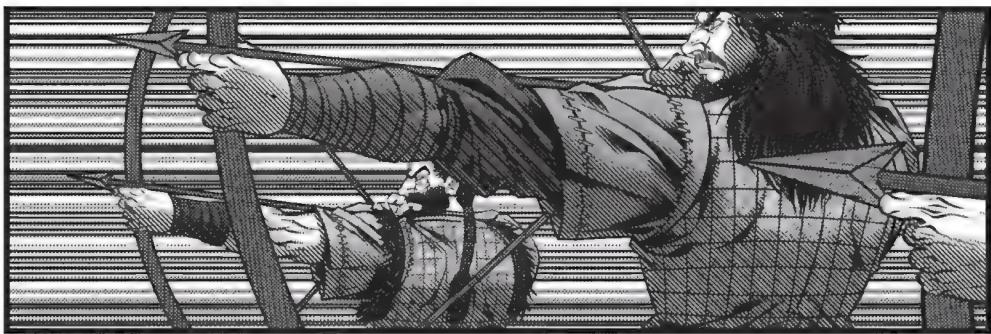














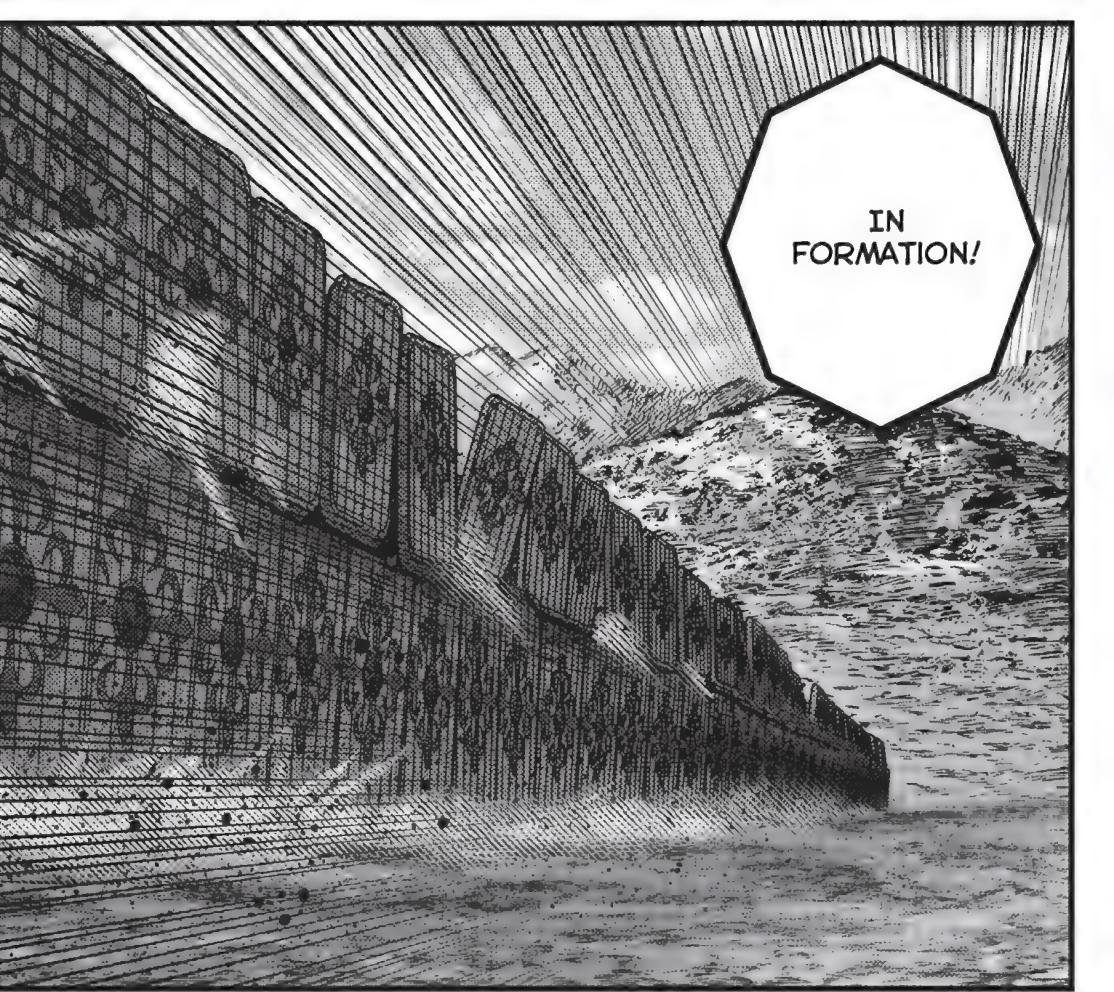
FIRE!

WHOOSH!!!

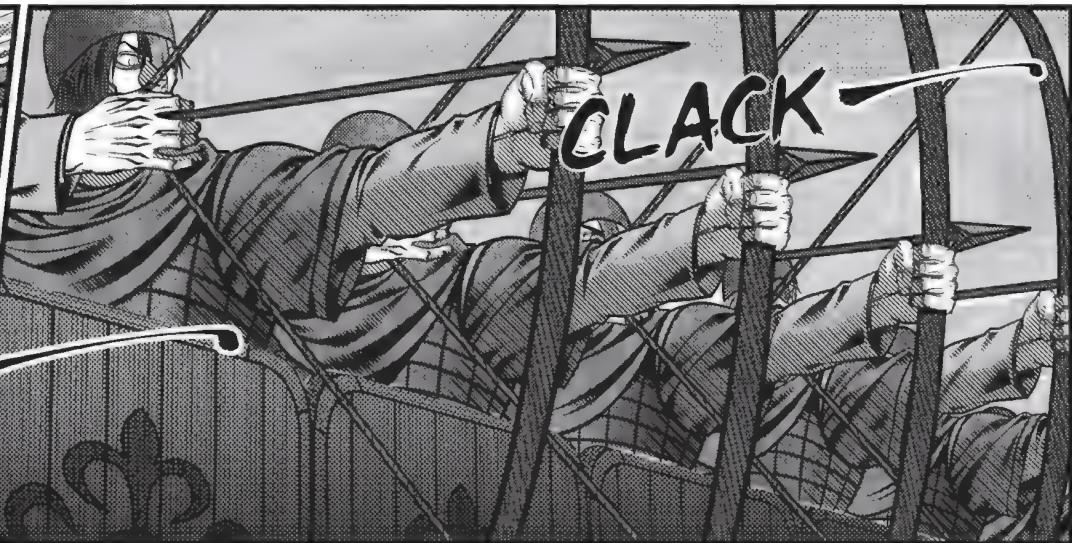
CLANG!!

AIM!

CLACK



IN
FORMATION!

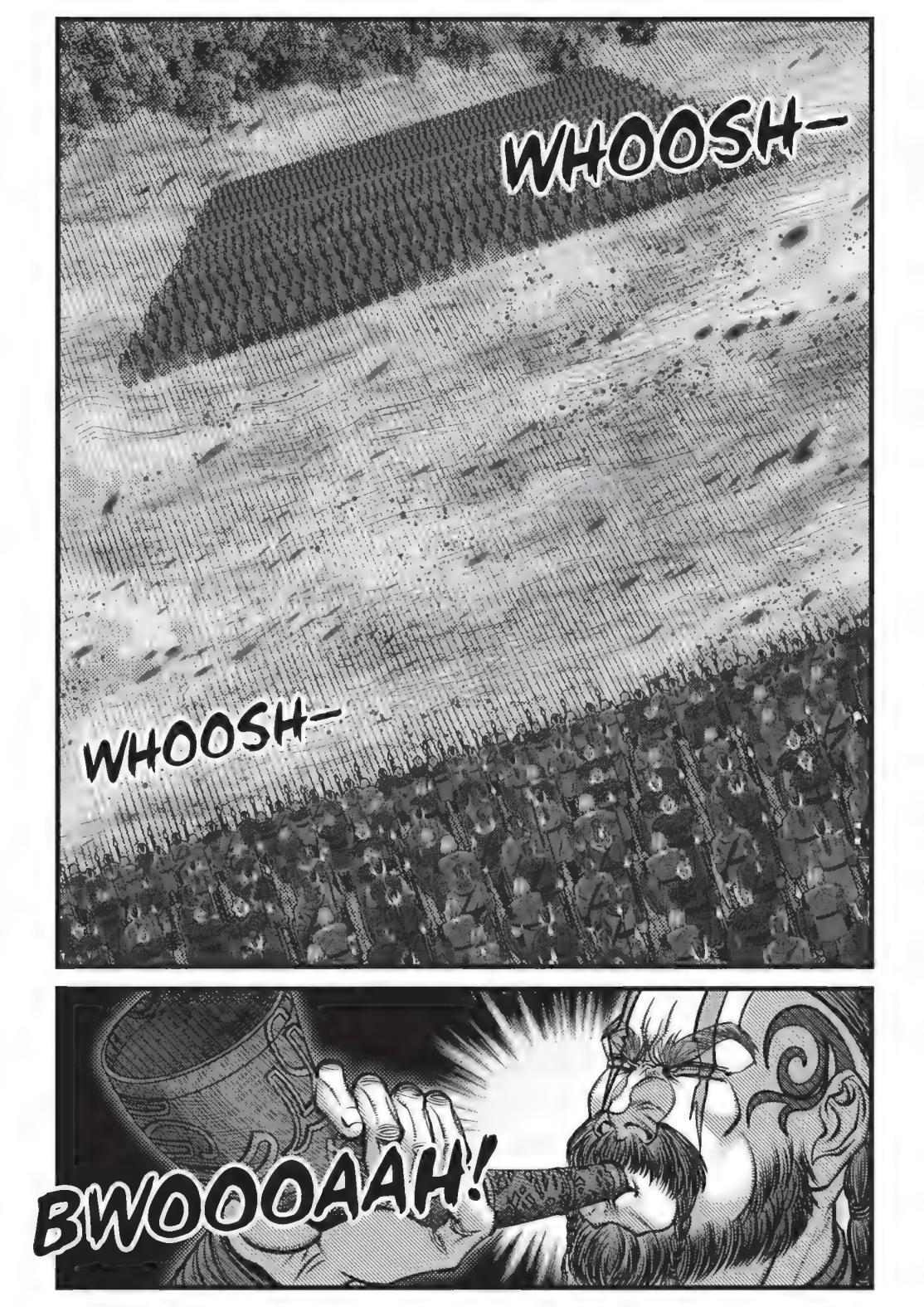




TO
BATTLE!



FOR THE
GLORY OF
ODIN!



WHOOSH-

WHOOSH-





SWOOSH

WHOOSH

8TH
JANUARY
871 A.D.
ASHDOWN,
KINGDOM
OF WESSEX

THEY'RE
ALREADY IN
FORMATION
IN THE HILLS
UP AHEAD,
FLYING THEIR
BANNERS.

THE SAXONS
MUST KNOW
WE'RE HERE.

I'LL TAKE
THE LEAD.
LET'S GO
AND TAKE
THE HEAD
OF THEIR
KING!

HAHAHA! WE'VE
CHASED THEM
RELENTLESSLY
FOR FOUR
DAYS. LET'S
SEE IF THEY
CAN STILL
RUN.

...

FWOOM

THE PLACE
WHERE
ASHES
FALL-

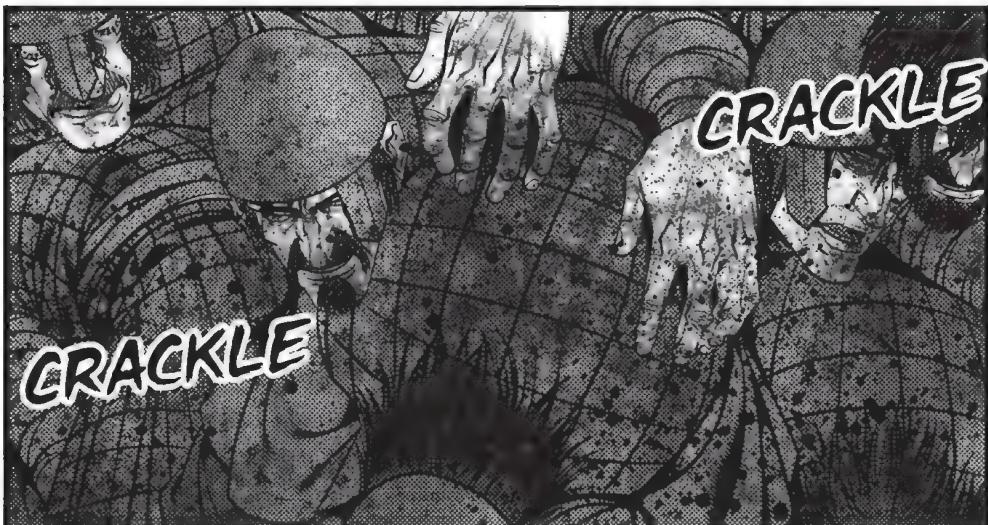
FWOOSH..

ASHDOWN!

WHOOSH









ÆLFRED.

THE
WARRIOR
S OF THE
BATTLEFIELD
WERE SOON
TO MEET
THEIR FINAL
OPPONENTS:

ÆTHELRED,
KING OF
WESSEX,
AND HIS
BROTHER...

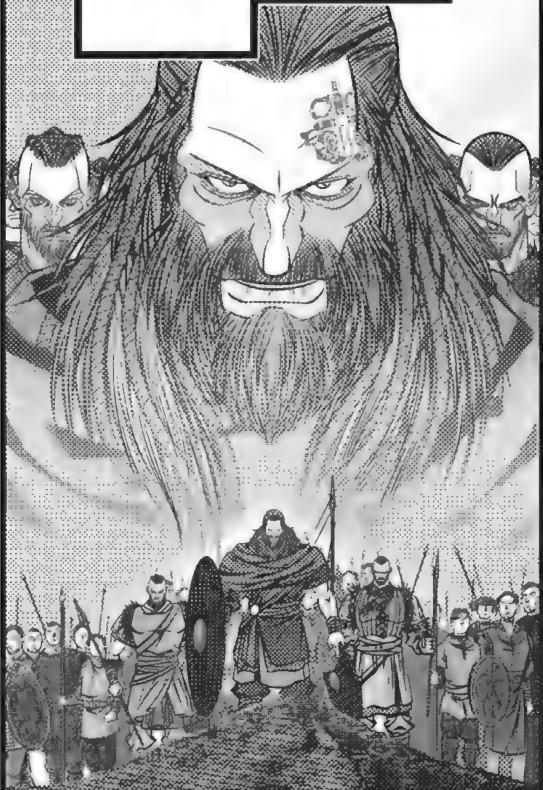
WHOOOSH-

WHOOOSH-

4TH
JANUARY
871 A.D.
READING,
KINGDOM
OF
WESSEX

BECAUSE
THREE OF
THE FOUR
ENGLISH
KINGDOMS
HAD FALLEN
TO THEM!

CASUALTIES
WERE
UNAVOIDABLE,
BUT THE SPIRITS
AND MORALE OF
EACH VIKING WAS
SOARING...



ALL THAT
REMAINED
WAS
WESSEX...

AND WITH IT,
THEY WOULD
SECURE A
COMPLETE
VICTORY!

WHILE THIS
EARNED HIM
THE NOBLE
TITLE OF
MARTYR,
EAST ANGLIA
THENCE FELL
TO IVARR.

IN 870 AD,
EDMUND, KING
OF EAST ANGLIA,
WAS "ENTIRELY
COVERED WITH
THEIR MISSILES,
LIKE THE
BRISTLES OF A
HEDGEHOG."





THE
DESPERATE
KING OF
MERCIA,
BURGRED,
COULD ONLY
BOW DOWN
AND MAKE
PEACE...

IN 868
AD, FACED
WITH THE
UNIMPEDED
ADVANCE OF
THE GREAT
HEATHEN
ARMY...



IN 870 AD,
THE FIRST
TO FALL WAS
KING AELLA OF
NORTHUMBRIA.

AFTER THEIR
GREAT VICTORY,
THE VIKINGS
TORE HIM INTO A
"BLOOD EAGLE"
AS A SACRIFICE
TO ODIN.

K² BOOM





THE
GREAT
HEATHEN
ARMY!

BOOM

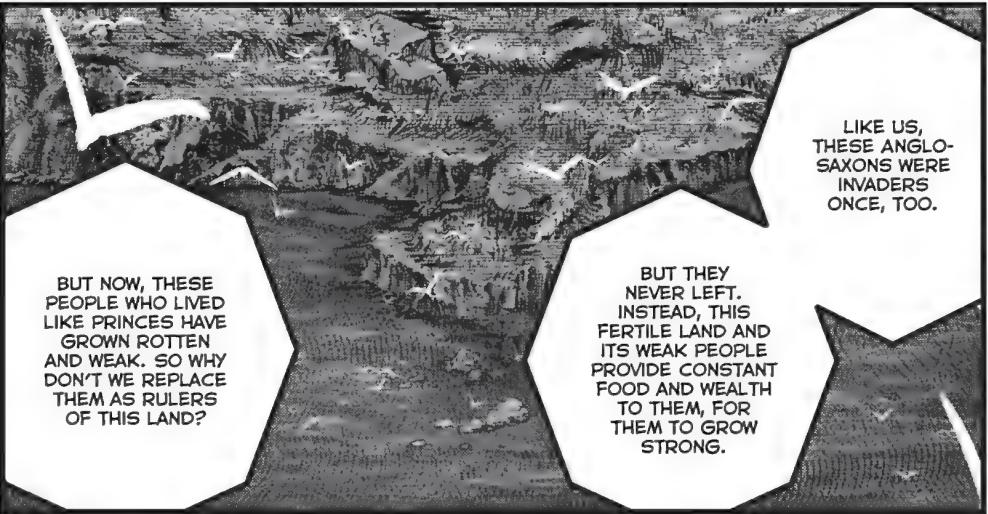
Chapter 5





AFTER TODAY,
ANYONE WHO
SETS FORTH TO
CONQUER LAND
IN THE NAME
OF THE VIKINGS
WILL CLAIM NOT
ONLY THE SPOILS
OF BATTLE, BUT
ALSO...

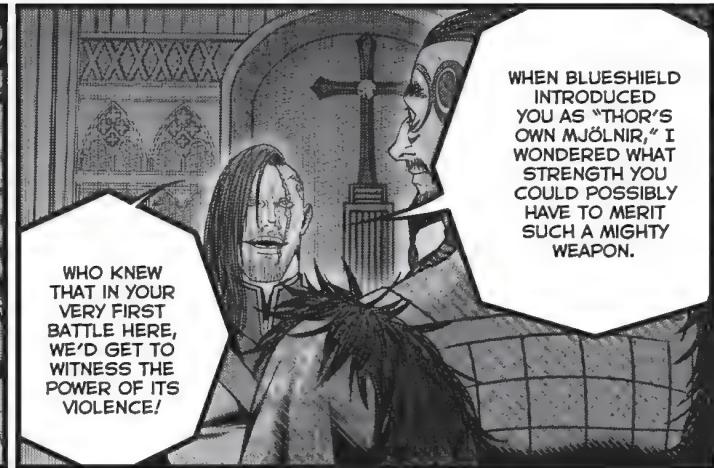
LAND,
PEOPLE,
AND
TAXES!





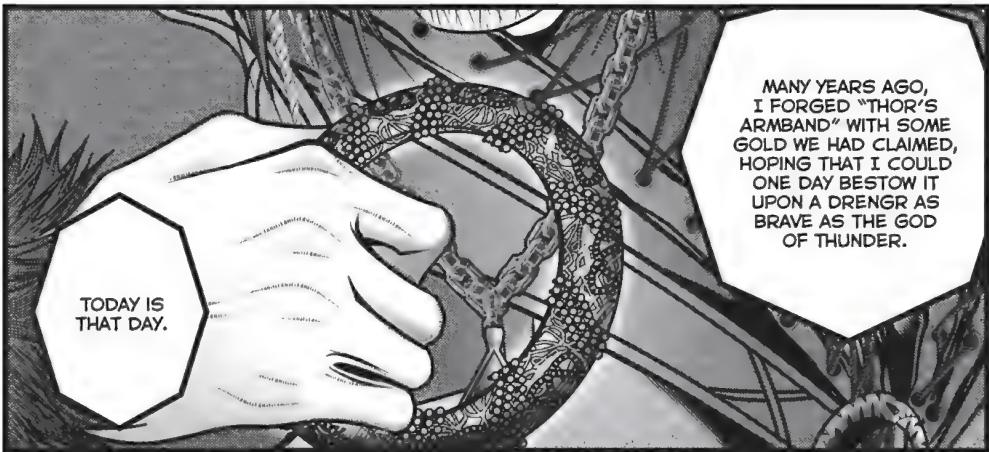






WHO KNEW THAT IN YOUR VERY FIRST BATTLE HERE, WE'D GET TO WITNESS THE POWER OF ITS VIOLENCE!

WHEN BLUESHIELD INTRODUCED YOU AS "THOR'S OWN MJÖLNIR," I WONDERED WHAT STRENGTH YOU COULD POSSIBLY HAVE TO MERIT SUCH A MIGHTY WEAPON.



TODAY IS THAT DAY.

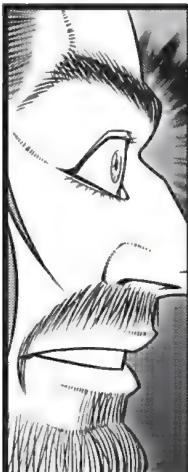
MANY YEARS AGO, I FORGED "THOR'S ARMBAND" WITH SOME GOLD WE HAD CLAIMED, HOPING THAT I COULD ONE DAY BESTOW IT UPON A DRENGR AS BRAVE AS THE GOD OF THUNDER.



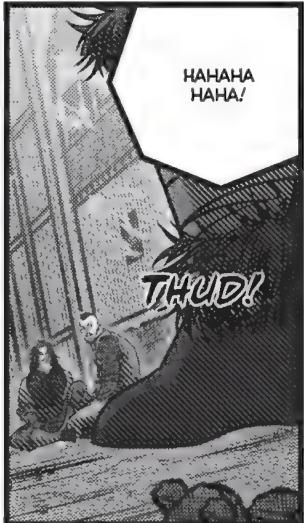
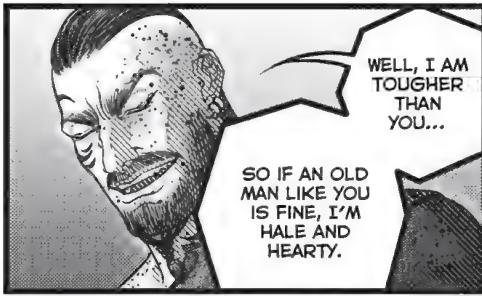
BJÖRN, MAY YOU BE AS INVINCIBLE AS LIGHTNING ITSELF!

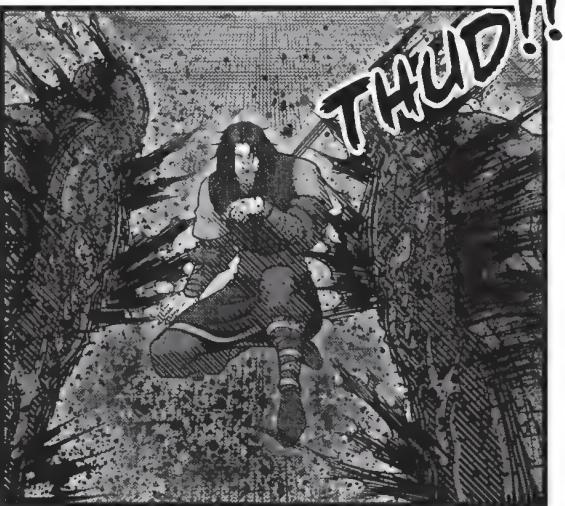












KER

THUNK







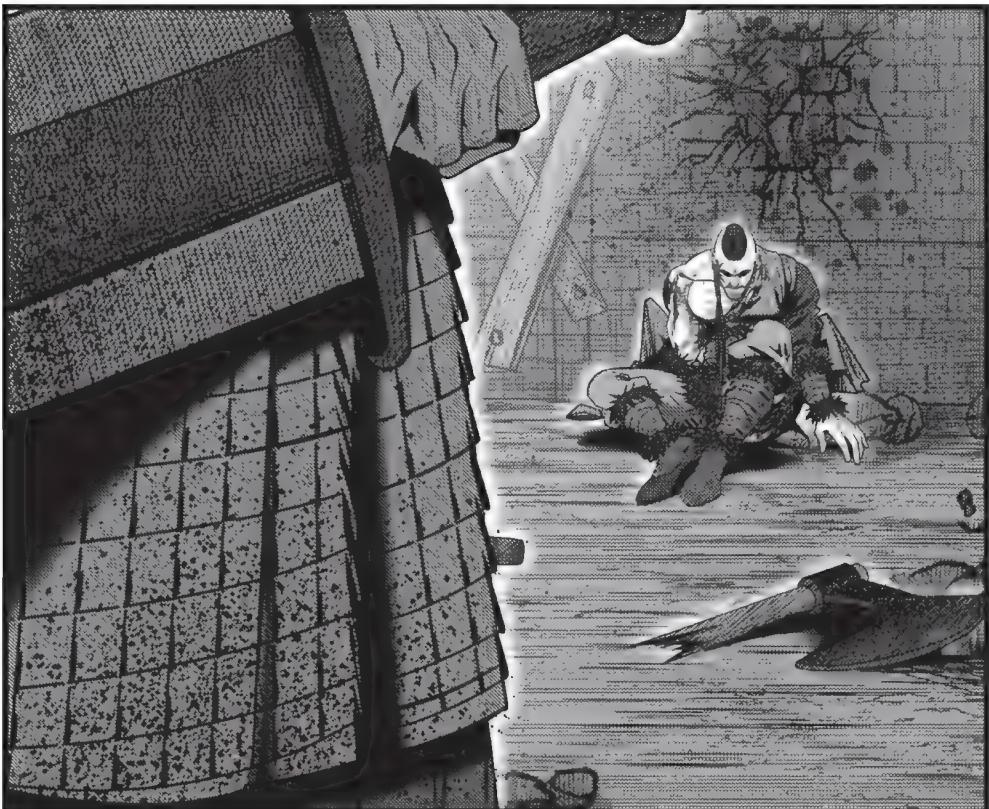








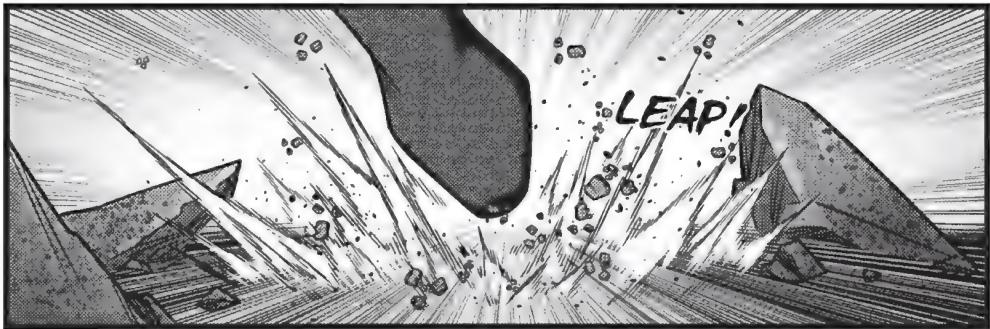




CLANG!!

SCHING!!









CLANG!!

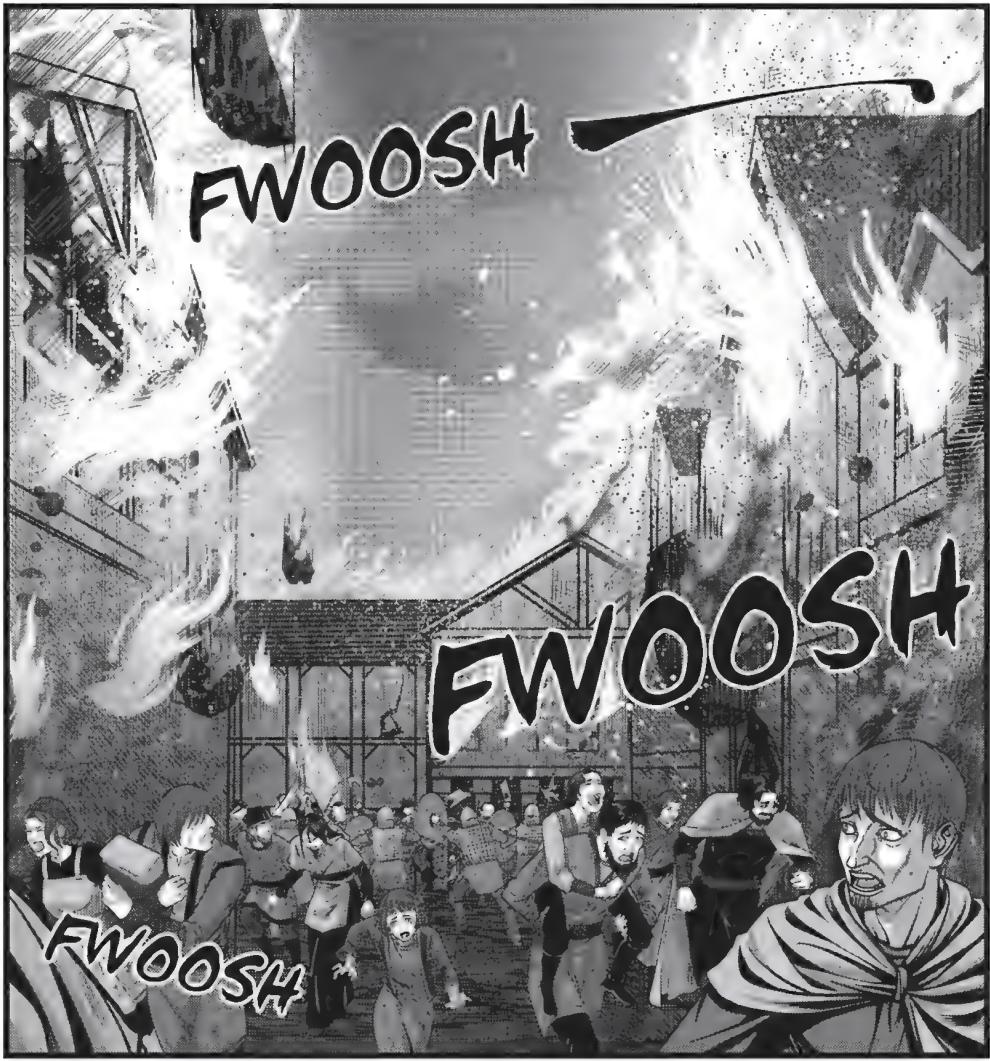












DOOM

YES, YOUR
MAJESTY!

DOOM



EVEN IF
THEY WERE
DEMONS, I
WOULDN'T LET
THEM LEAVE
HERE ALIVE...

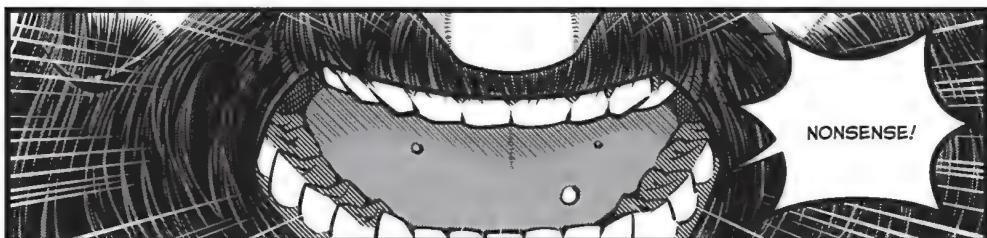


HAH! IF
IT'S JUST
A HUNDRED
MEN, WHAT
ARE YOU
AFRAID
OF...?

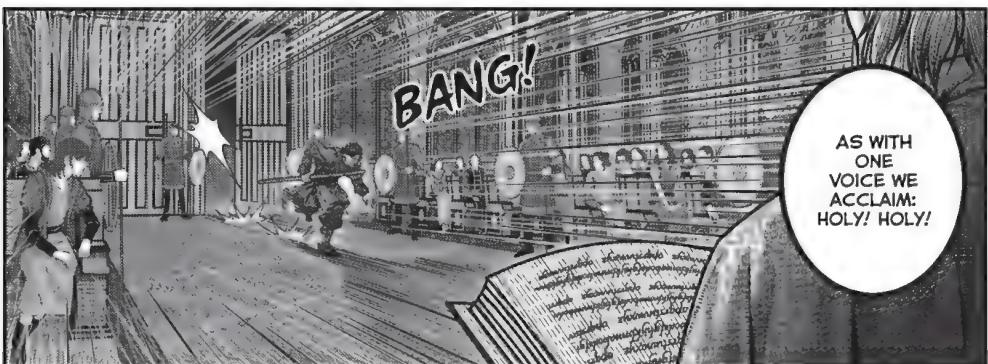


LET IT BE
KNOWN TO
ALL THAT
I AM THE
MIGHTIEST
KING OF
ENGLAND!

CHIEF
OF GUARDS.
BEHEAD THESE
HEATHENS, AND
HAVE THEIR
HEADS HUNG
ON THE CITY
WALLS.



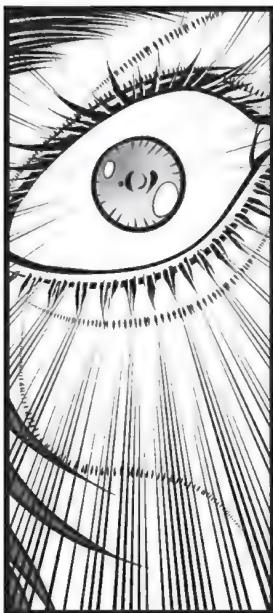
Chapter 4





ASSASSIN'S
CREED
VAL HALLA
BLOOD BROTHERS









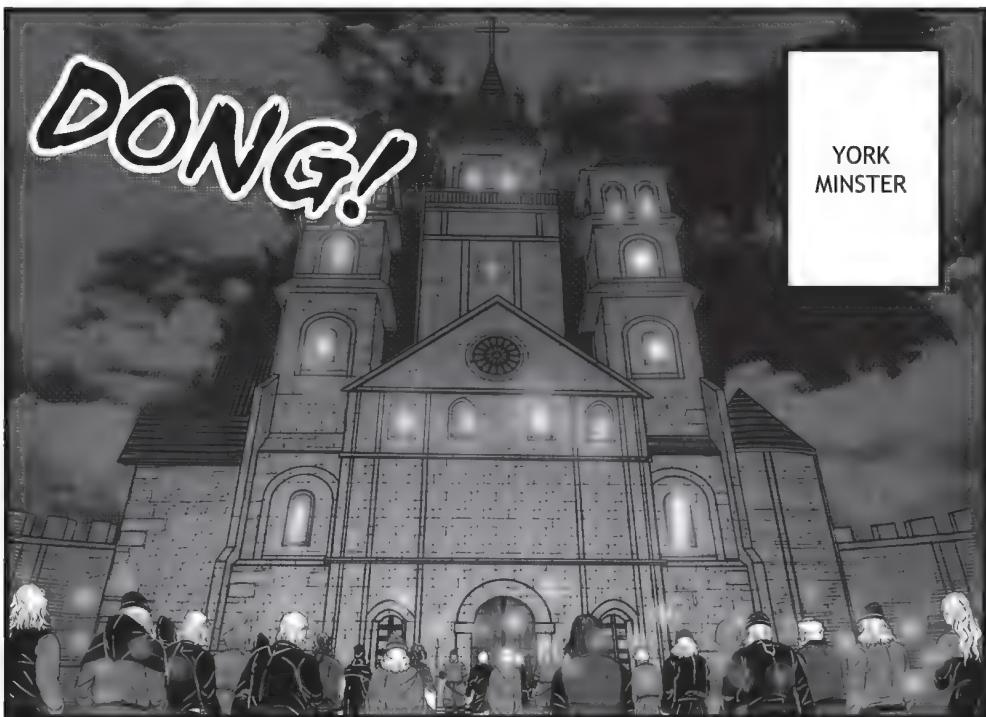


...BLESSED
ARE THE
PEACEMAKERS,
FOR THEY
SHALL BE
CALLED THE
CHILDREN OF
GOD.

BLESSED ARE
THEY WHICH ARE
PERSECUTED FOR
RIGHTEOUSNESS'
SAKE...

1ST NOVEMBER,
866 A.D.

KINGDOM OF
NORTHUMBRIA
THE CITY
OF YORK







THESE
TWO BOYS
GREW UP
UNDER MY
CARE...

ULF, ODIN'S
GUNGNIR...

AND
BJÖRN,
THOR'S
OWN
MJÖLNIR.

THEIR
SKILLS ARE
NO LESS
THAN MY
OWN.



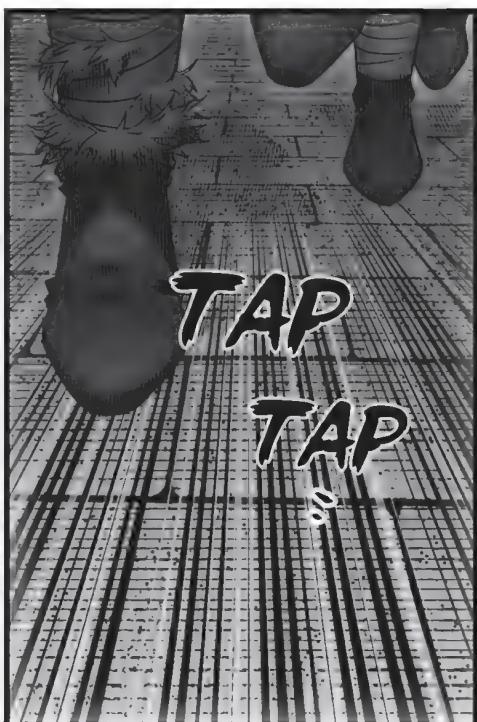
HEHE...



RECOMMENDED
BY THE GREAT
BLUESHIELD
HIMSELF, AND
AT SUCH A
YOUNG AGE...

I CAN'T WAIT
TO SEE THE
TWO OF YOU
FIGHT!





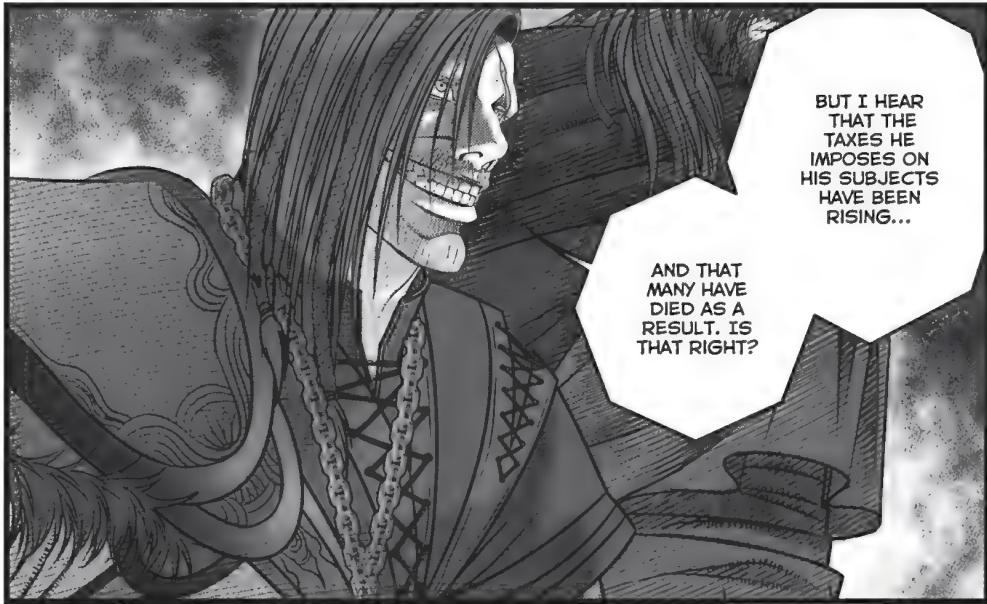


ALL RIGHT.
WE'LL HELP YOU.
WE CAN'T KEEP
INCONVENIENCING
THE GOOD KING
EDMUND, AFTER
ALL.

NO NEED
FOR SILVER.
JUST SEND US A
HUNDRED STRONG
HORSES IN TEN
DAYS!



KING EDMUND IS A GENEROUS MAN INDEED. EVERY GIFT HE SENDS OVERFLOWS WITH SINCERITY.





HEHEHE...

HEHEHE...

LOWER



DON'T BE
SCARED. I'M
JUST FUCKING
WITH YOU.

TELL ME...
ASIDE FROM
ASKING YOU TO
PERSUADE US
TO CONVERT...

WHAT OTHER
GIFTS DID
KING EDMUND
SEND US?





I WONDER
IF IT WAS
A LACK OF
FAITH, OR IF
YOUR GOD IS
JUST WEAK.

PULL

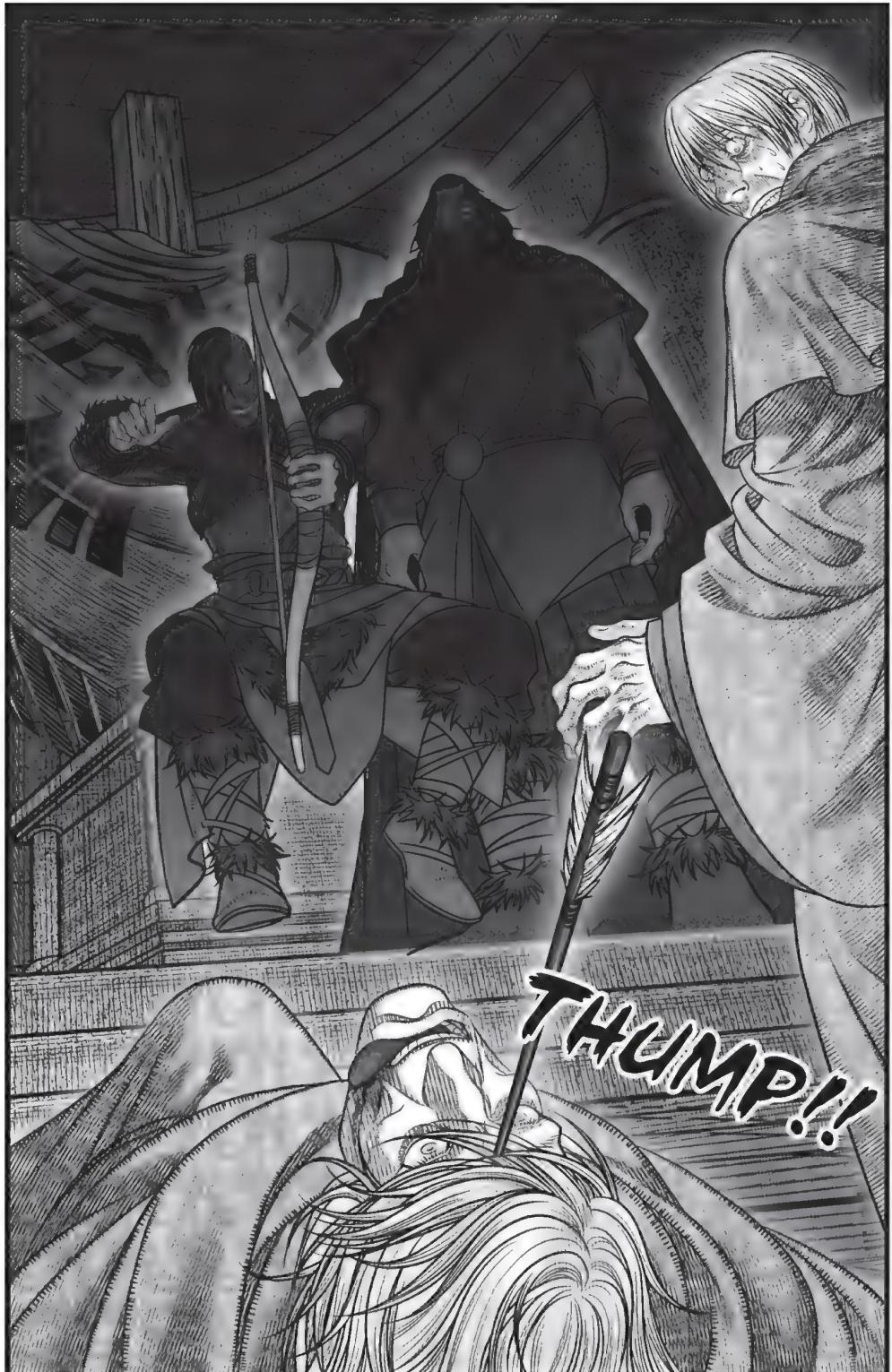


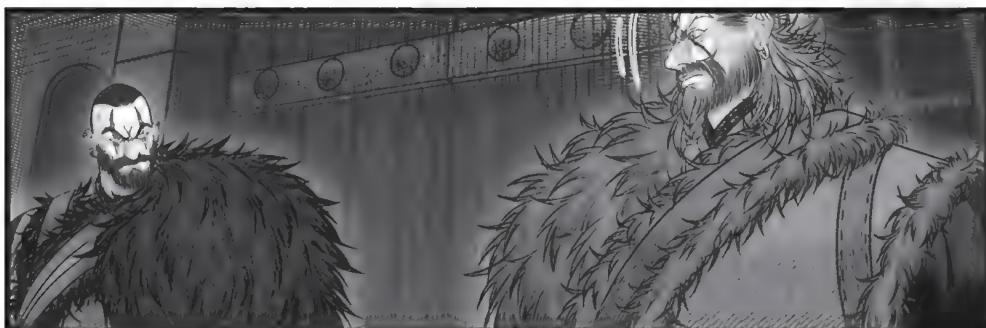
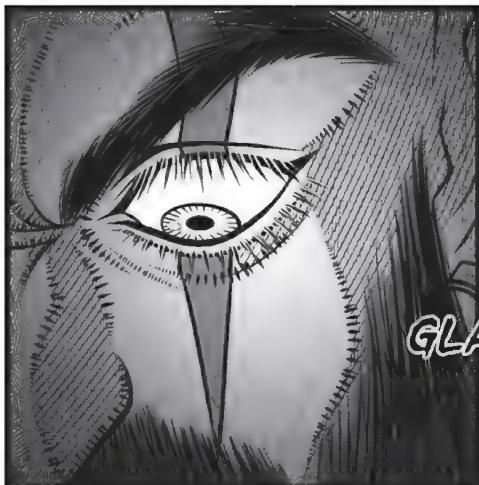
BUT ALL
THESE SO-
CALLED "TRUE
BELIEVERS"
HAVE FAILED
THE TEST OF
MY ARROW.



AND YOU.
ARE YOU A
BELIEVER?















Chapter 3

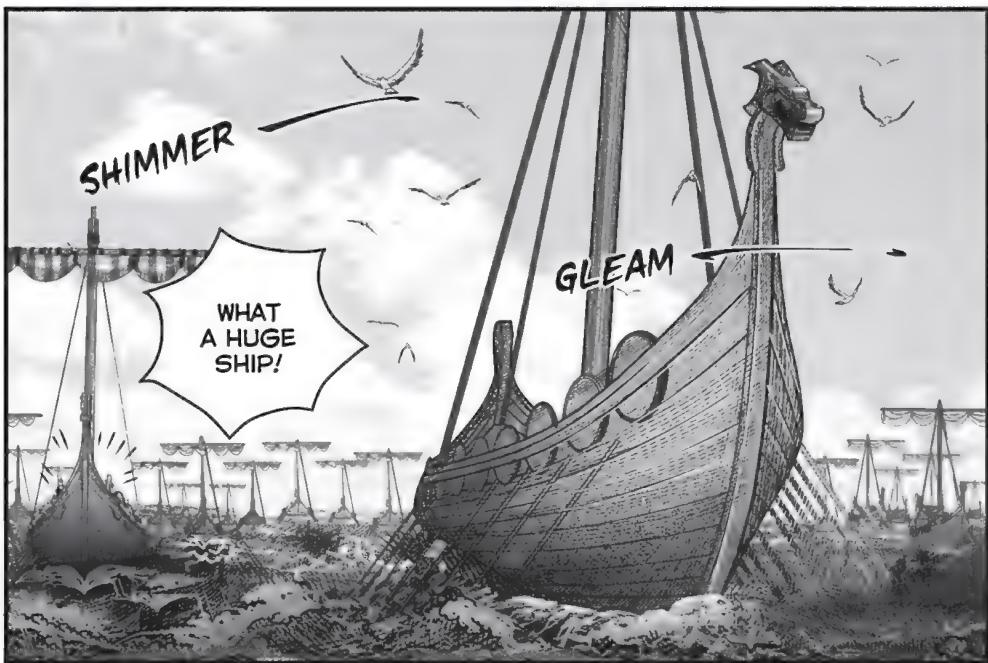
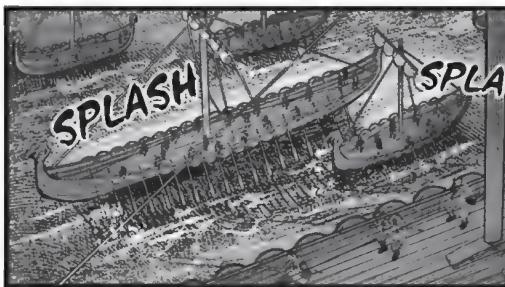


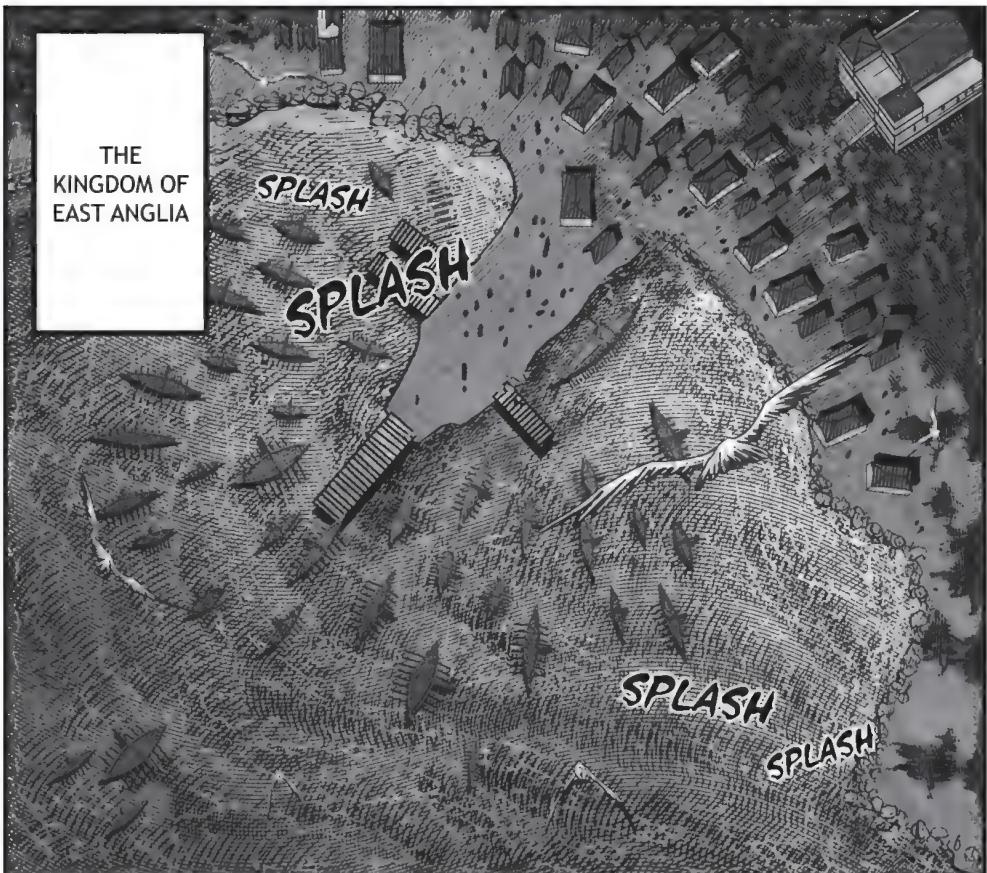


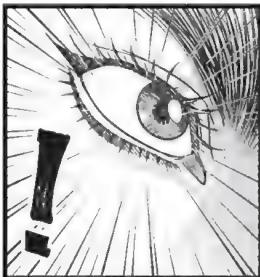


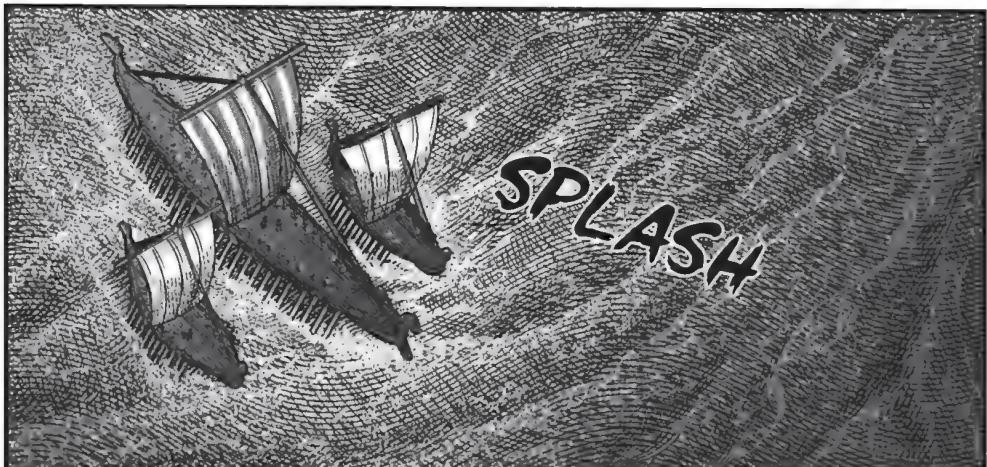
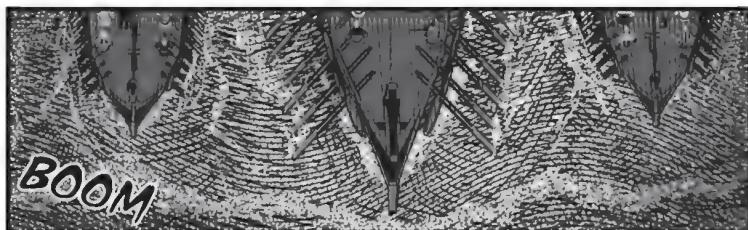


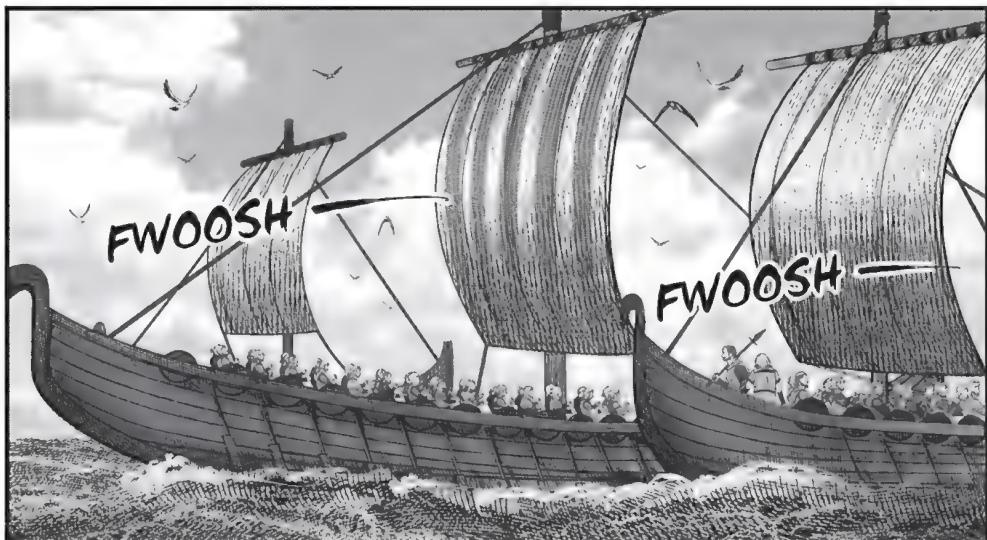


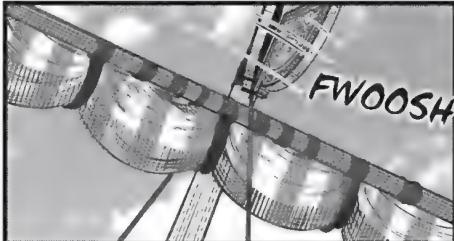












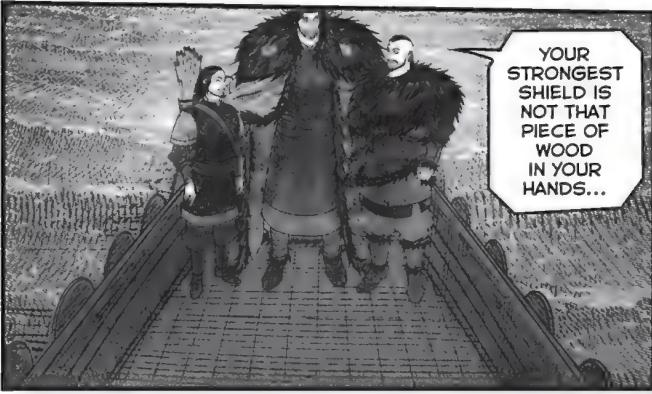


BE SURE
TO GUARD
YOUR
WEAK-
NESSES
WITH
CARE!

SO,
AT ALL
TIMES...



THE RIVERS
OF BLOOD I'VE
SEEN HAVE TOLD
ME THIS: IF
YOU ONLY SEEK
VICTORY BY
PRESSING YOUR
ADVANTAGES,
YOU WILL
LOSE BY YOUR
WEAKNESSES.



YOUR
STRONGEST
SHIELD IS
NOT THAT
PIECE OF
WOOD
IN YOUR
HANDS...

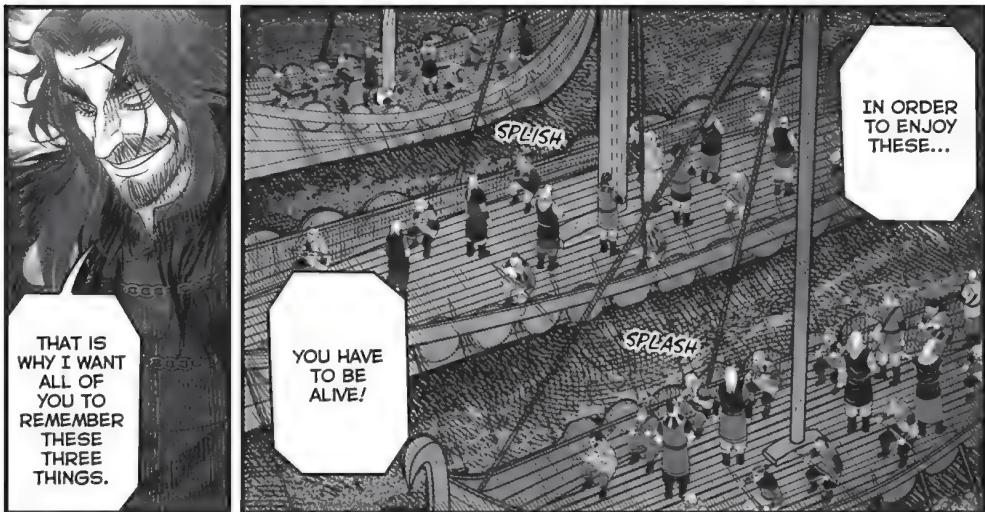
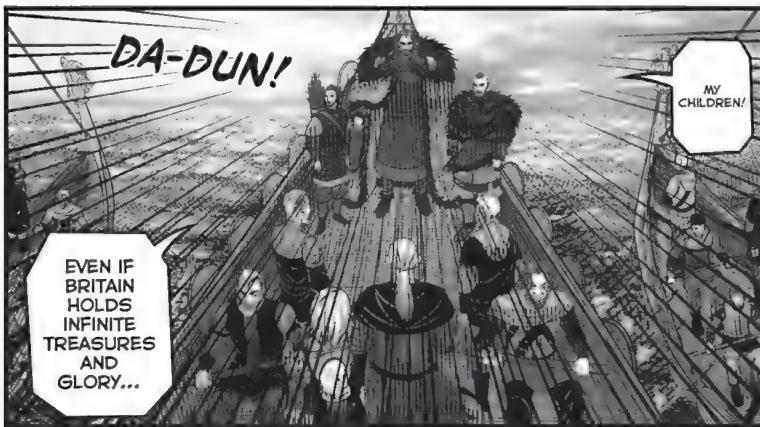


TWO,
REMEMBER
THIS...



BUT THE
BROTHERS
BY YOUR
SIDE!





TO WIN EVERY
BATTLE, WE
NEED NOT
ONLY OUR
SHARPEST
WEAPONS...



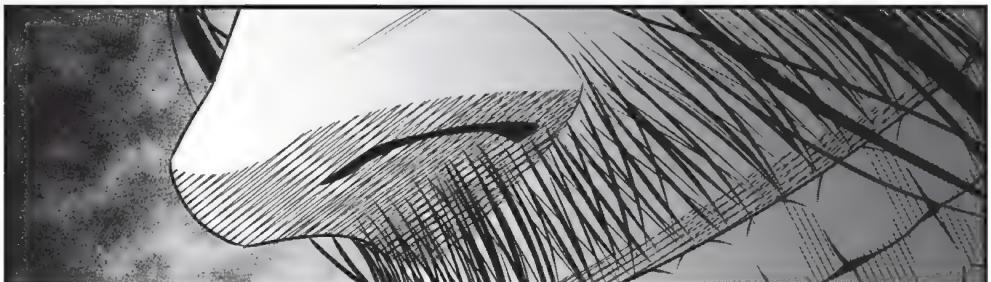
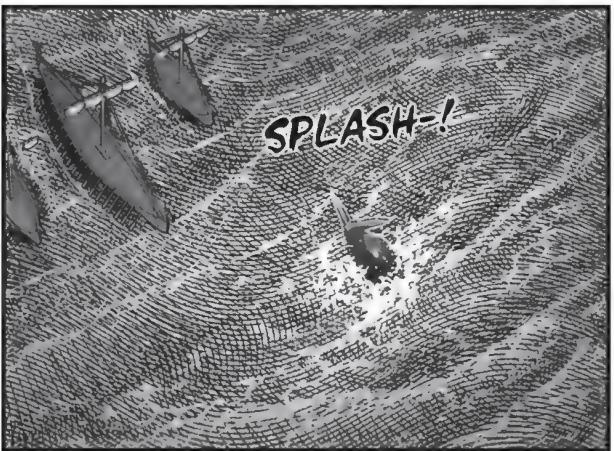


*MJÖLNIR: A HAMMER WITH THE POWER TO CALL LIGHTNING AND LEVEL MOUNTAINS.



*GUNGNIR: A SPEAR SAID TO STRIKE ITS TARGET WITH EVERY THROW.







SWOOOOOSH!



TRUE
ABILITIES!













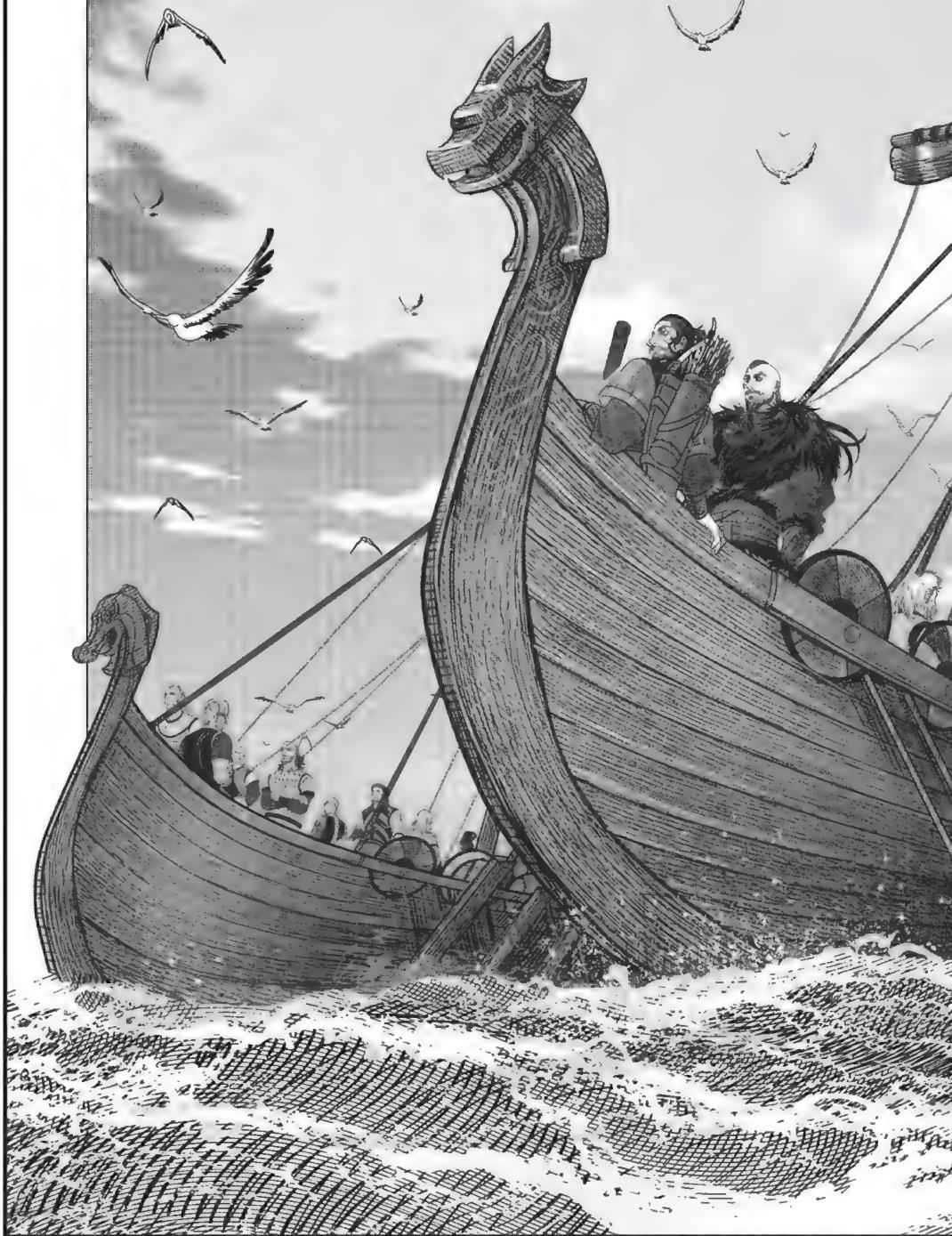
*JORMUNGANDR: THE GIANT WORLD SERPENT FROM NORSE MYTHOLOGY.



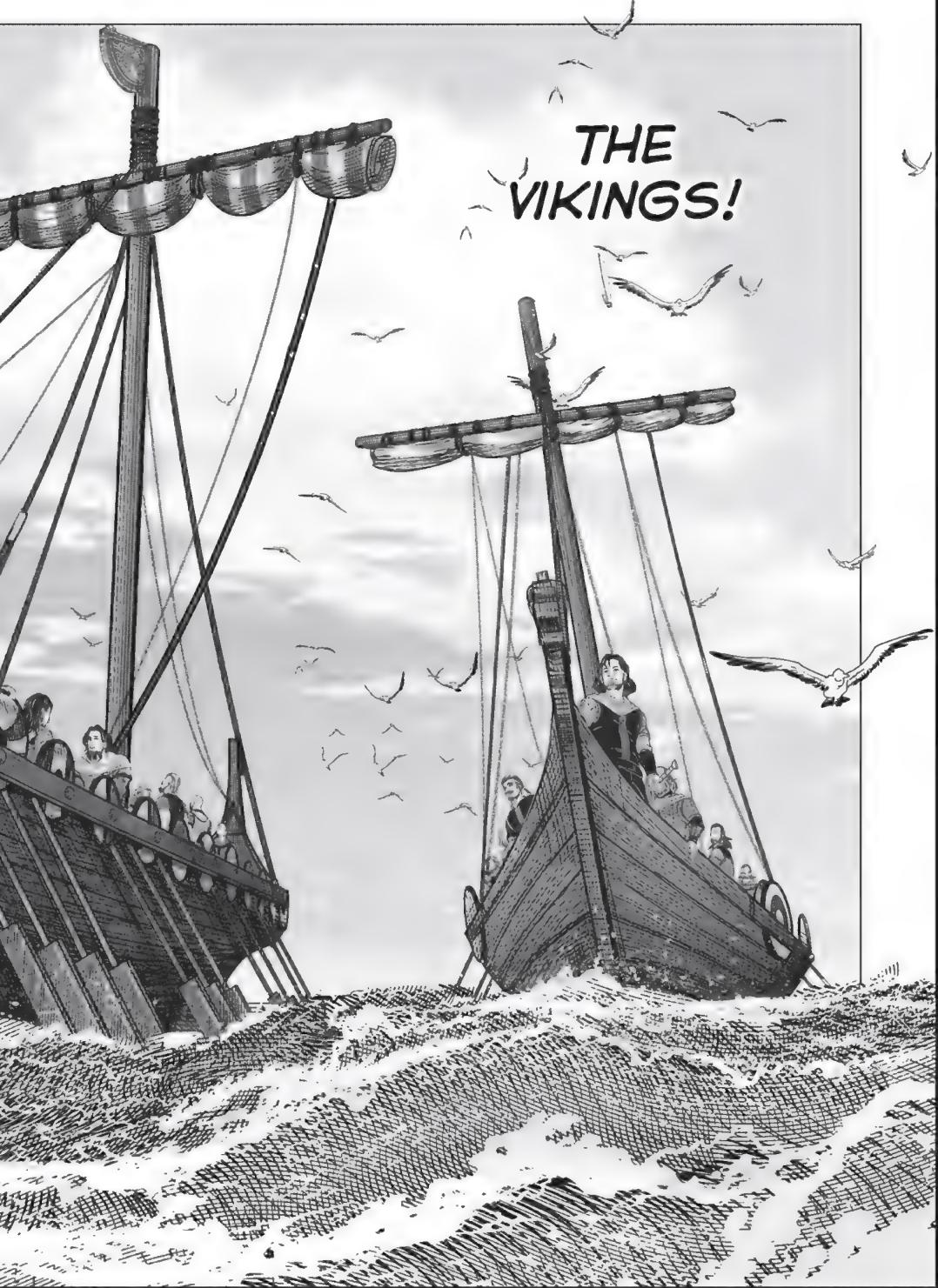
*DRENGR: A FEARSOME VIKING WARRIOR.

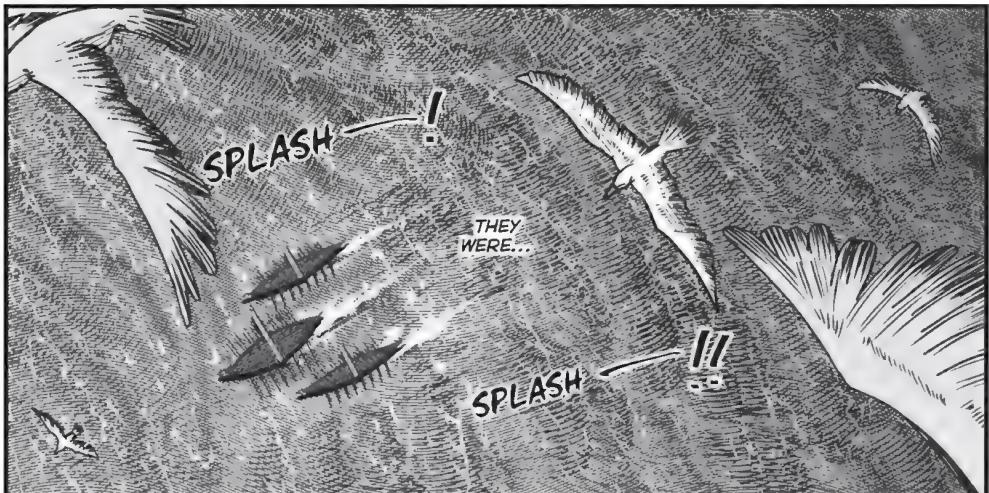
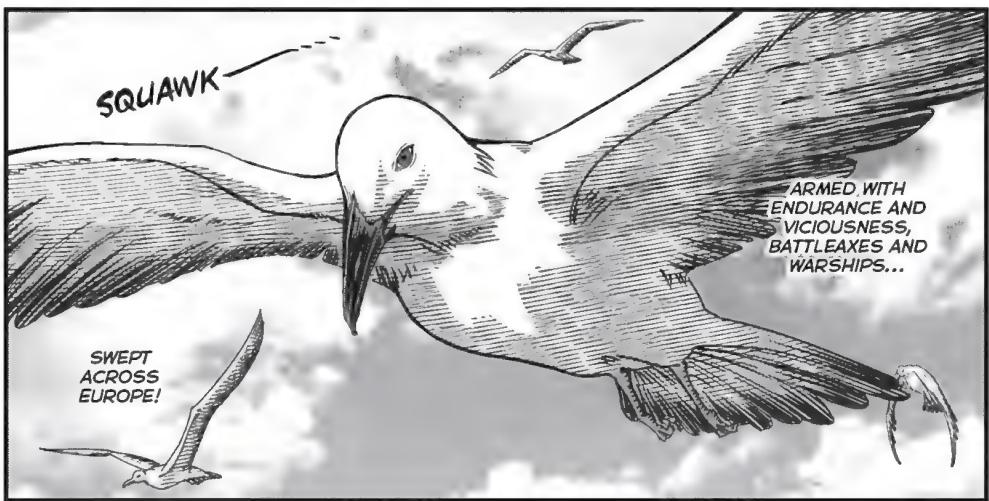
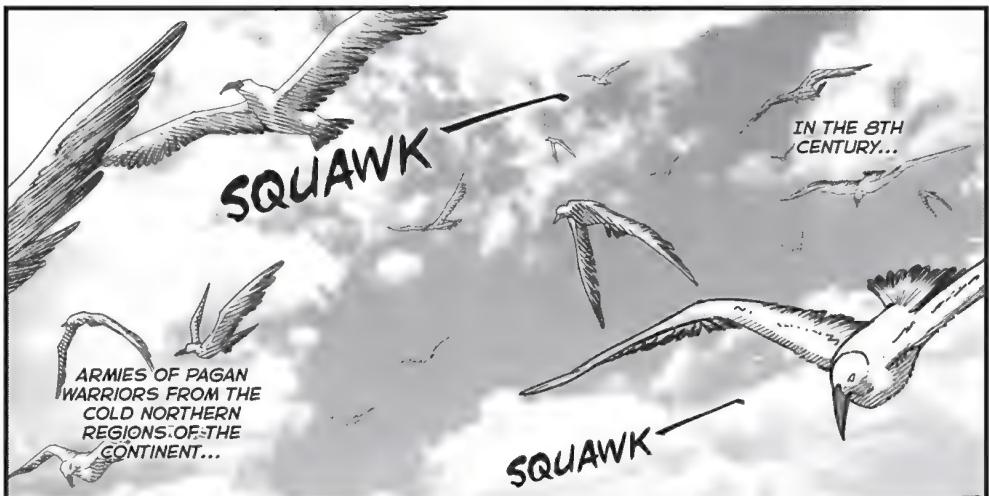


Chapter 2



THE VIKINGS!







ASSASSIN'S
CREED
VAL HALLA
BLOOD BROTHERS

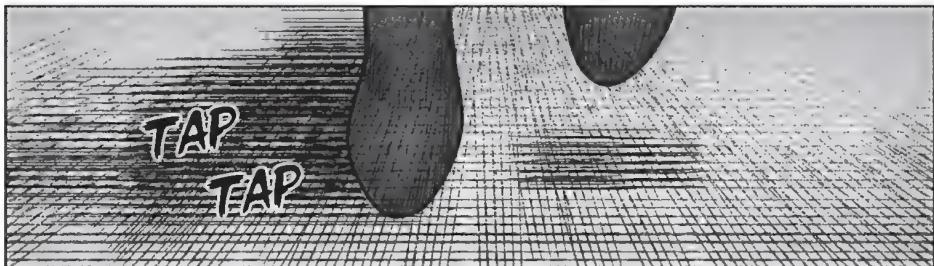


ASSASSIN'S
CREED
VAL HALLA
BLOOD BROTHERS



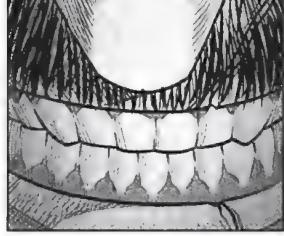




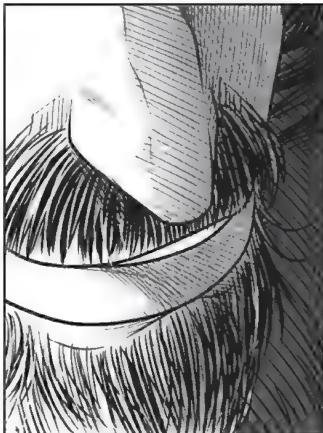
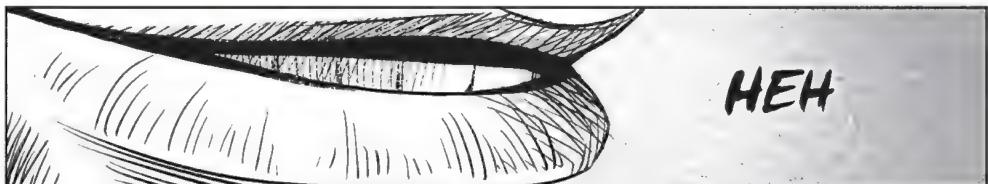




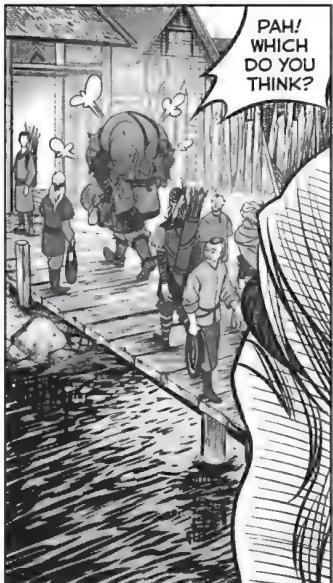
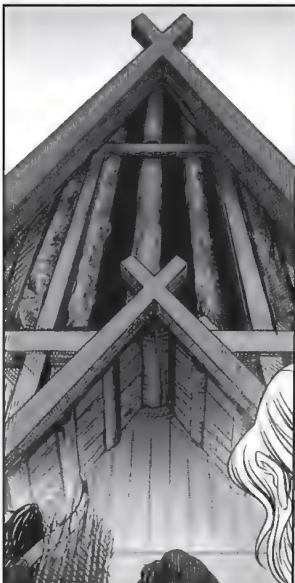
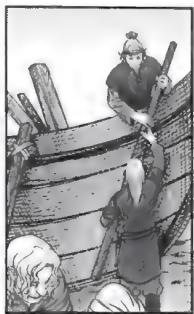
COME ON
EVERYONE,
IT'S GETTING
LATE!













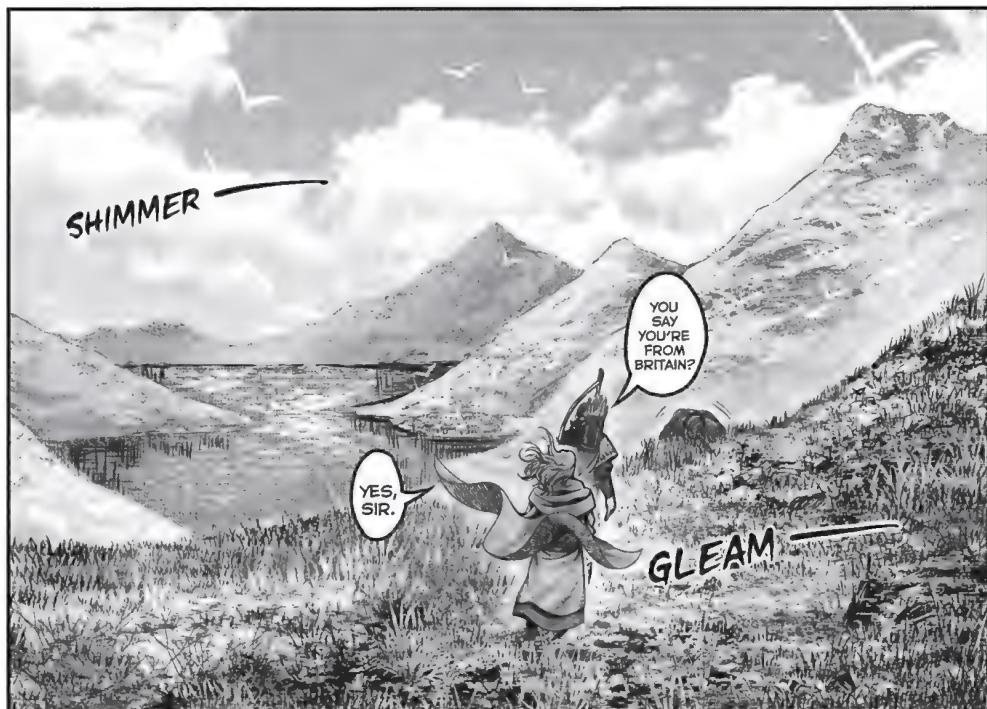
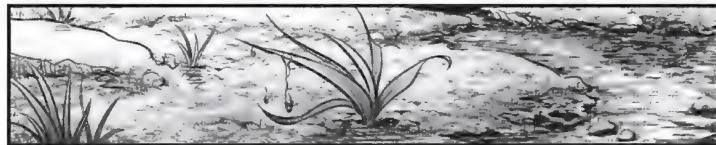
*THE VIKINGS CONSIDERED THEMSELVES THE DESCENDANTS OF ODIN, THE KING OF THE AESIR PANTHEON OF GODS

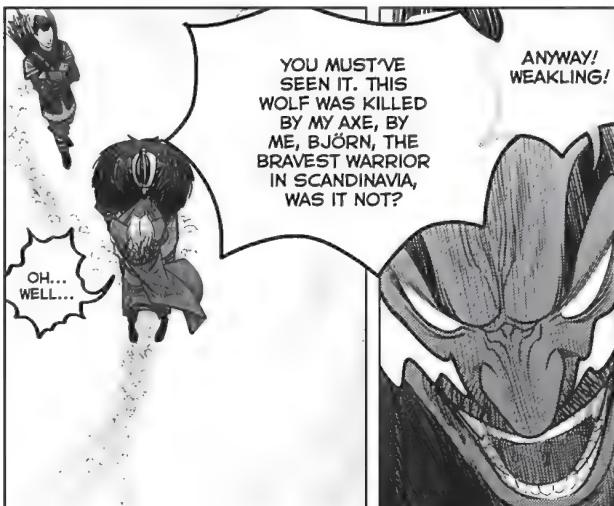
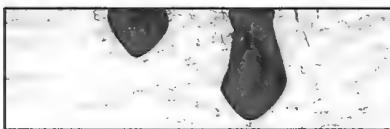


*SKALD: A POET WHO SPREADS THE STORIES OF GREAT HEROES AND THEIR DEEDS.



IRRITATED!







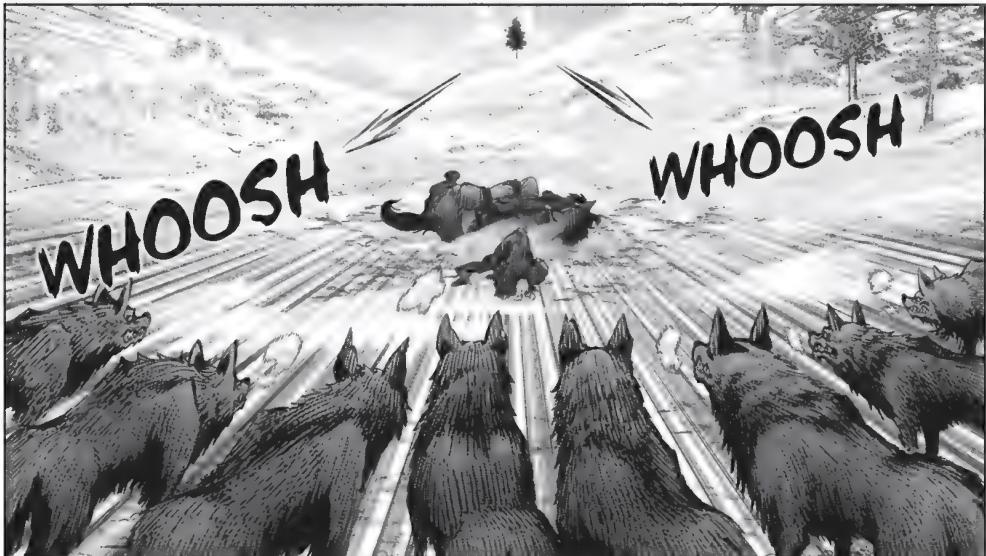
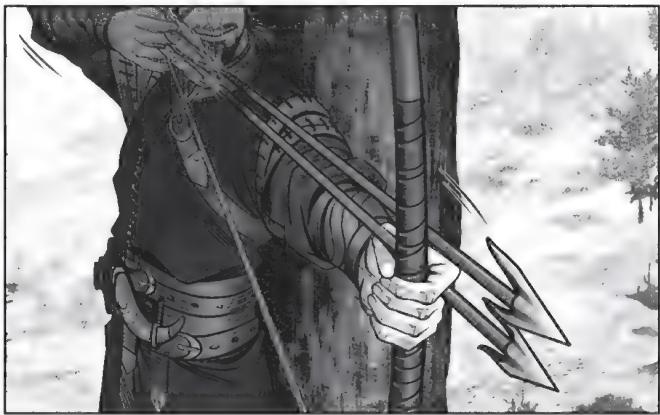
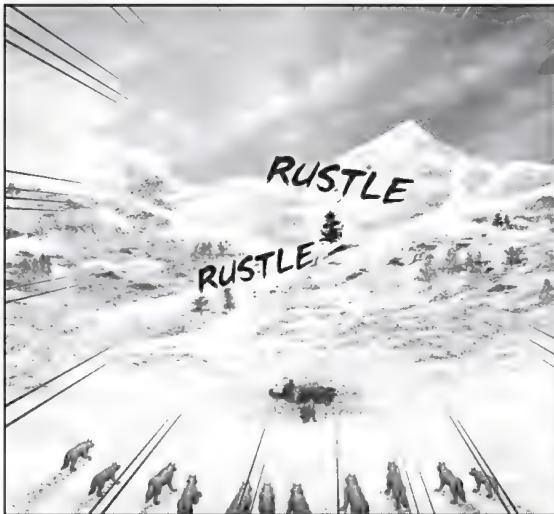


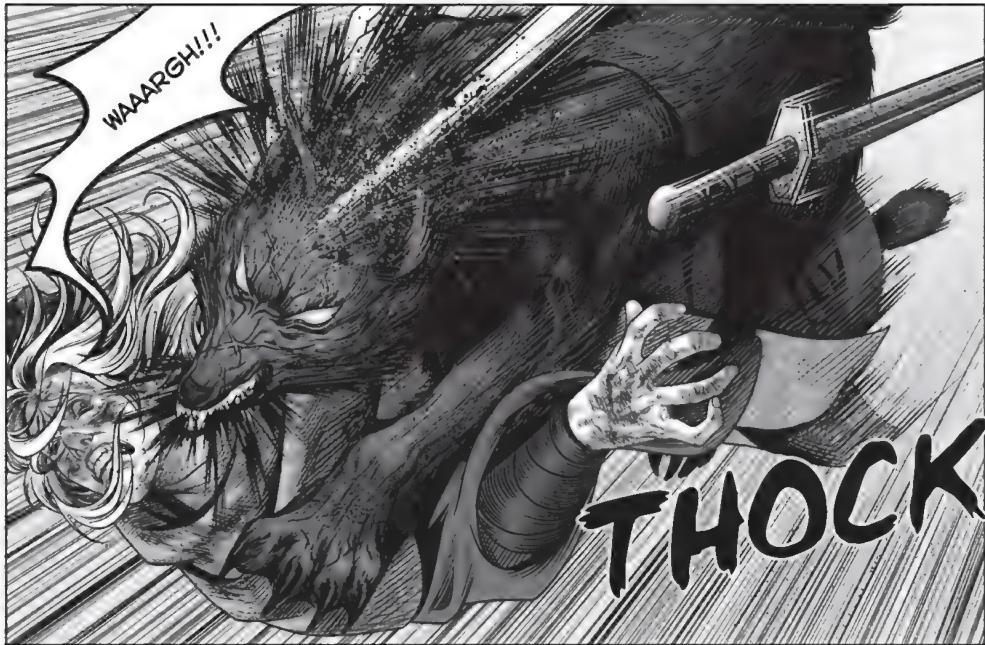






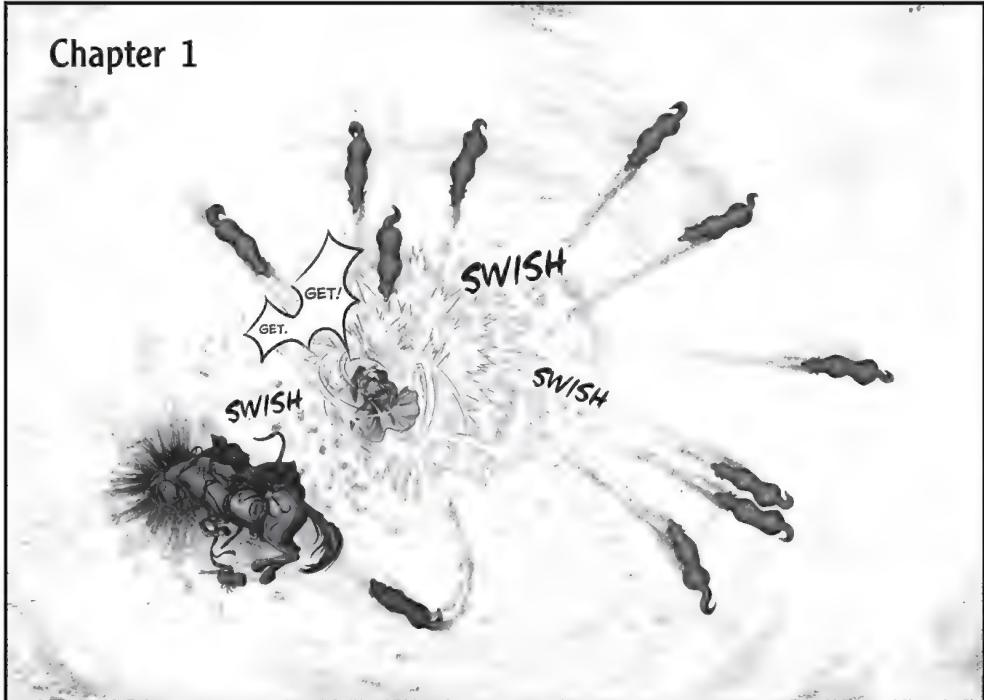








Chapter 1



866 AD

THE
SCANDINAVIAN
PENINSULA*

HUFF

AWOOOO

*THE SCANDINAVIAN PENINSULA LIES IN THE NORTH WEST OF PRESENT-DAY EUROPE, THE LARGEST PENINSULA IN THE CONTINENT. HISTORICALLY, THE MAIN COUNTRIES THAT MAKE UP SCANDINAVIA ARE SWEDEN, NORWAY, AND DENMARK.

HUFF

AWOO

ARGH!

AH!

SWOOSH

WHOOSH

SWISH

**"MY HEART SINGS, KNOWING THAT
THE ALLFATHER ODIN HAS PREPARED
THE BENCHES FOR THE FEAST...
THE HEROES OF VALHALLA NEVER
MOURN THEIR DEATHS; I WILL STEP
INTO THIS HALL WITHOUT FEAR..."**

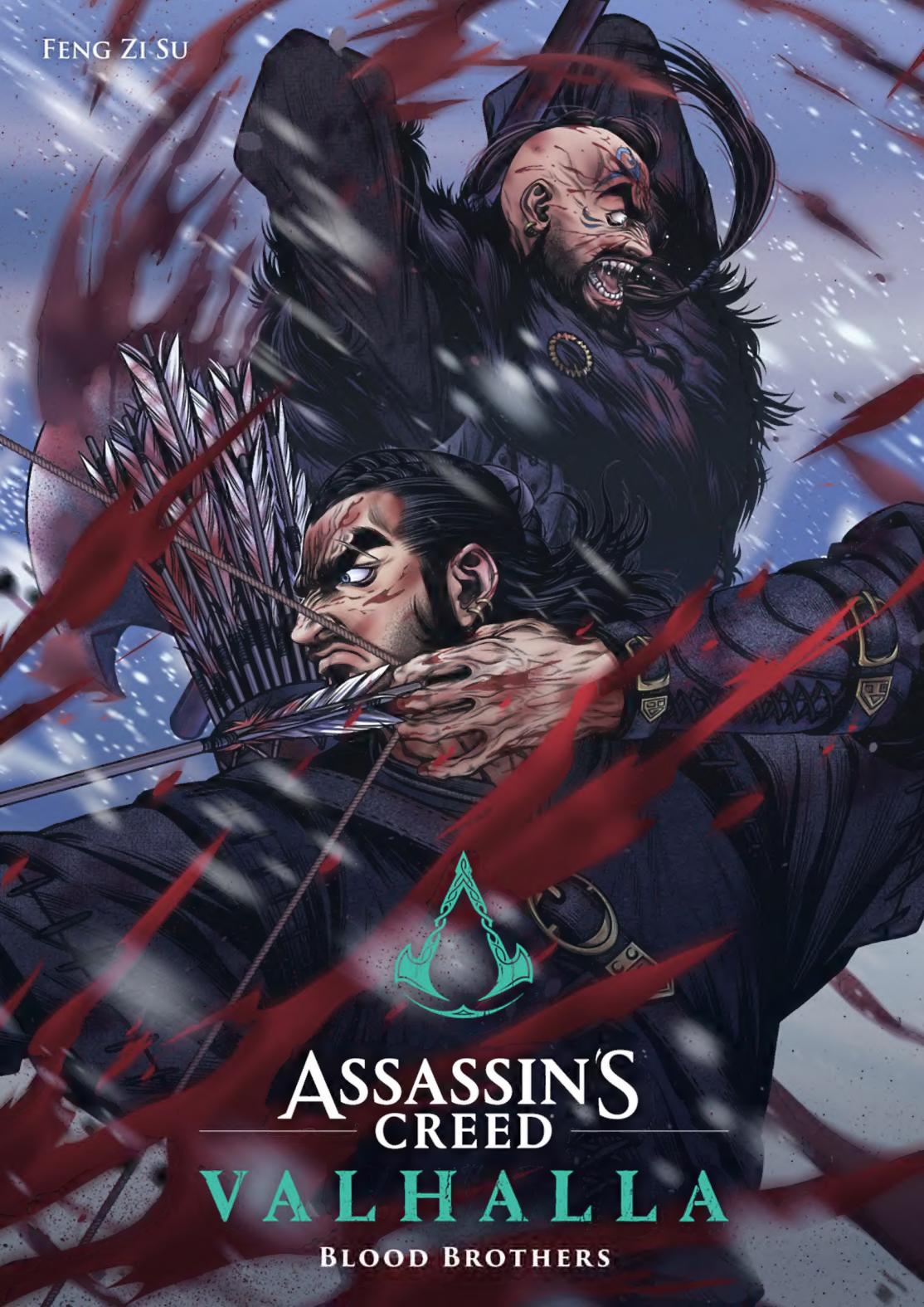
-13TH CENTURY ICELANDIC SAGA



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FENG ZI SU



ASSASSIN'S
CREED
VALHALLA
BLOOD BROTHERS

Assassin's Creed® Valhalla Blood Brothers

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